

STAR FLEET BATTLES

THE EARLY YEARS II



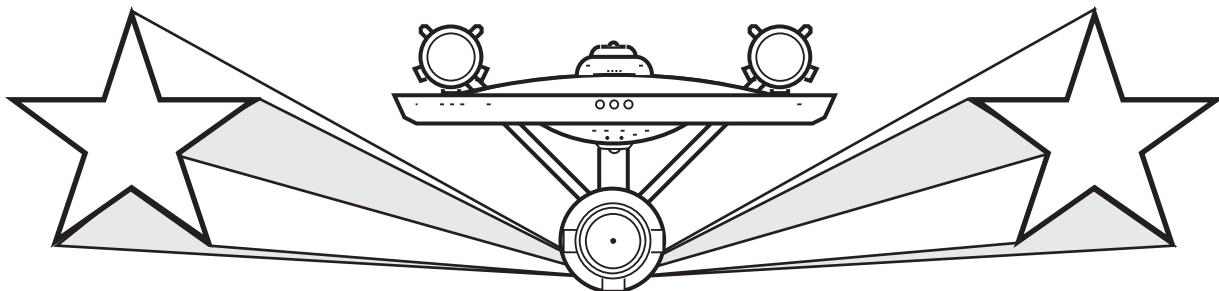
ADAM TURNER
2008

RULEBOOK

CAPTAIN'S
MODULE Y2



STAR FLEET BATTLES



CAPTAIN'S MODULE ★ Y2 ★ EARLY YEARS REINFORCEMENTS

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PUBLISHER'S INFORMATION

(Z40.0) NOTES ON MODULE Y2 EARLY YEARS REINFORCEMENTS

(Z40.1) ORGANIZATION AND COMPONENTS

STAR FLEET BATTLES MODULE Y2 is a modular expansion of the **SFB** game system. You will need the **SFB Basic Set** to use this material, and other products (e.g., **Advanced Missions, C1, C2, Y1, R8**) to use it to the fullest extent. **Module Y2** includes this 100-page rulebook, 216 counters, and a 120-page SSD book. **OCT 2008 PRINTING.**

(Z40.2) DESIGN CREDITS

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Include a stamped self-addressed envelope with all rules questions, submissions, or other inquiries. Most of the information which players seek (e.g., product schedules) is available free on our website.

All submissions are accepted only under our standard terms as published in **SFB Advanced Missions**. In summary, any submission becomes our property on receipt and may be modified at our sole discretion before publication. The author of a submission receives authorship credit and compensation at our standard rates.

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(Z40.4) DESIGNER'S INFORMATION

Previous modules were built around five or six new types or classes, but (to a great extent) **Module Y2** treated each empire as a unique challenge, filling in whatever ships it did not have. Players on the BBS spent weeks helping us refine the precise list of ships to be included (and suggested even more for a future module: **Y3**).

Early tugs were provided for most of the empires that did not receive one in **Module Y1**. These are often targets of attack, but equipped with troop transport pods (which most empires received) can support an attack on an enemy planet.

STAR FLEET BATTLES

Small ground bases allow the establishment of colonies that can be attacked and defended, as well as the creation of the planetary garrisons that can try to drive off a raider.

The Inter-Stellar Concordium makes its appearance with an array of early years ships, and the various warp-refitted ships and weapons developed by the various nation-states before they coalesced into one government. Each nation had its own unique take on weapons and ship designs, which were very different from what appeared after unification. The influence of these earlier weapons on Inter-Stellar Concordium weapons development is apparent.

Terran ships make a larger appearance, including the warp-refitted dreadnought. While Earth would come to dominate many of the military aspects of the Federation, the original warp-refitted ships were a far cry from the sleek *Constitution*-class cruisers that would become the backbone of the Federation's defenses.

Command cruisers for the early years make an appearance to lead those special operations and the sectors of the battle front not commanded by a dreadnought.

Commando ships were provided for many empires to assault colony planets and mount operations to capture enemy ships and gain insight into the enemy's technology.

Lots more ships were added to the product. No Klingon fleet would be complete with penal ships, and the B4 battleship demonstrates the quest for a larger ship was nearly continuous (perhaps indicating that the Old Kings actually operated ships of that scale).

Blank pages are always a curse of game modules. Players hate it when we sell them a whole sheet of paper containing two paragraphs of rules, and hate it even more when we combine ships from several empires on the same page. Players get annoyed and confused when we fill empty spots with ship descriptions that were in previous products. Taking the least of the evils, we gave each empire its own page and if that left some blank space, we tried to fill it with an extra SSD or something else.

Counters for ships from the original **Module Y1** were added so you can fly multi-Y-ship squadrons.

DEDICATION

This product is dedicated to the United States military's founders: the Continental Army, Navy, and Marines, whose steadfast courage matched the iron discipline of the world's then finest military forces. It is also dedicated to the people of France, Spain, and Holland, without whose support our independence would not have been gained.

(Z40.5) COPYRIGHT & LICENSING

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(YE25.0) PLASMA BLASTER

The Korlivilar developed plasma blasters as a heavy weapon for use by their military. The weapon is a branch of plasma torpedo development that was ultimately a dead end, but served the Korlivilar well enough as the early wars between the different nations that would eventually coalesce into the Inter-Stellar Concordium drew to a close. The plasma blaster is, in effect, a cross between the plasma bolt and the plasma carrouade. It is relatively short-ranged, but suited the close-in fighting style favored by the Korlivilar.

(YE25.1) DESIGNATION

(YE25.11) SSD: Each plasma blaster is abbreviated on the SSD as PBL. Each plasma blaster is fired and damaged individually.

(YE25.12) DESTRUCTION: Plasma blasters are destroyed by “torpedo” damage points on the DAC.

(YE25.121) DAMAGE PRIORITY: Plasma blasters come between plasma-V torpedo launchers and plasma-D torpedo racks (D4.3222).

(YE25.13) REPAIR: A plasma blaster takes five damage control points to repair. No hasty repair option is available.

(YE25.14) TECHNOLOGY RESTRICTIONS: Plasma blasters are Korlivilar early years technology weapon systems. No other empire currently in *Star Fleet Battles* can use this weapon outside of the simulators. If some other empire is later authorized to use this weapon, it will be noted in the rules for that empire.

(YE25.141) Plasma blasters require one option mount and can be used in the wing option mounts of Orion Pirate ships. Note that this can only be done in the simulators.

(YE25.142) It costs 0 BPV to put plasma blasters in the option mounts of Orion (R8.0), WYN (R12.0), Barbarian (R55.0), or Jumokian (MR6.0) units under Annex #8B. It costs five BPV to place plasma blasters in the rear-firing option mounts of HDWs under Annex #8H for use in the simulators.

(YE25.15) SIZE CLASS RESTRICTIONS: Except as follows, there are no size class restrictions on plasma blasters:

(YE25.151) Plasma blasters were never used on shuttles or fighters, but if such is done in a simulator, they will be limited to a maximum range of ten hexes.

(YE25.1511) No size-1 fighter or shuttle could have more than one such weapon carrying two charges. A size-2 fighter might have two such weapons, each with two charges. A size-3 medium bomber might have three such weapons (with two charges each). A size-4 heavy bomber might have four such weapons (with two charges each).

(YE25.1512) No weapon carried by a fighter or bomber can fire more than one charge in any given turn or within a quarter-turn of firing a charge on the previous turn.

(YE25.1513) Re-arming plasma blasters on a fighter or shuttle would be done in the same manner as reloading disruptor charges (J4.84).

(YE25.1514) Heavy fighters and medium bombers may fire a maximum of two plasma blasters during a given turn, on the same or different impulses, at the same or different targets. Heavy bombers may fire a maximum of three plasma blasters during a given turn, on the same or different impulses, at the same or different targets. In all cases, a plasma blaster fired in the last eight impulses of

a preceding turn counts against the plasma blaster firing rate during the first eight impulses of a given turn. For example, a plasma blaster fired on Impulse #26 of Turn #1 by a medium bomber would prevent it from firing two plasma blasters on Impulse #1 of Turn #2 (it could fire one), although it could fire two plasma blasters on Impulse #2 (assuming it had two armed plasma blasters).

(YE25.152) Plasma blasters were never used by gunboats (interceptors or fast patrol ships) as they were obsolete before gunboats were developed. Plasma blasters carried by such a unit would have a maximum range of ten hexes. No other size class 5 unit, except for a ground-based defense station, can be equipped with the weapon; this includes, but is not limited to, skiffs and modular cutters.

(YE25.153) Plasma blasters on defense satellites or captor mines would be able to fire out to their maximum range within the normal rules for such units, e.g., a captor mine is limited to a range of six hexes (M4.424) unless command-controlled or chain-linked to a sensor mine (M4.432).

(YE25.16) CREW QUALITY, LEGENDARY OFFICERS: Plasma blasters are treated as phasers for the purposes of super-intelligent computers (G11.0), crew quality (G21.0), and legendary officers (G22.0).

(YE25.17) TACTICAL INTELLIGENCE: Plasma blasters are detected as plasma weapons at Tactical Intelligence Level F (D17.4), i.e., they are not differentiated from other plasma weapons such as plasma torpedoes or plasma cannons. Plasma blasters can be distinguished from other weapon types at Tactical Intelligence Level G. Whether a given plasma blaster is armed or not can be determined at Tactical Intelligence Level L.

(YE25.2) ARMING PROCEDURE

(YE25.21) ENERGY: Plasma blasters require two points of energy from any source in order to be fired. The weapon can fire once each turn (provided it is armed), but not within a quarter turn (eight impulses) of being fired on a previous turn. If the weapon is not fired by the end of the turn, any energy in the weapon is lost (discharged) (E1.24). Discharging the weapon does not count as firing the weapon, and if the weapon is discharged at the end of a previous turn it could be armed and fired on the first impulse of a subsequent turn.

(YE25.22) HOLDING: Plasma blasters cannot be held. Any energy allocated to a plasma blaster during a given turn is lost (YE25.21) if the weapon is not fired before the turn ends.

(YE25.23) RESERVE ENERGY: If not armed during Energy Allocation, the weapon can be fired using reserve energy under the provisions of (H7.5), provided it is not fired any sooner than eight impulses of being fired on a previous turn. The weapon can be armed with contingent energy (H7.6), i.e., have part of its arming cost paid during Energy Allocation with the remaining energy needed to fire the weapon being supplied by reserve energy during the turn. If the weapon is not fired by the end of the turn, any energy in the weapon is lost (discharged) (E1.24).

(YE25.24) WEAPONS STATUS: Plasma blasters are not multi-turn arming weapons and cannot hold energy from previous turns; in this they operate as disruptors do. Unless otherwise noted by special scenario rules, a given plasma blaster can have energy allocated to it during any Energy Allocation Phase or through reserve energy and be fired on the same turn regardless of the Weapons Status of the ship.

(YE25.25) BLINDING SENSOR CHANNELS: Plasma blasters blind sensor channels (G24.13).

(YE25.3) FIRING PROCEDURE

(YE25.31) PROCEDURE: Plasma blasters are fired in the PPD Step of the Direct-Fire Weapons Fire Stage (6D2). Roll a single die, and cross-reference the die roll result with the range column of the plasma blaster being fired. The result is the number of damage points scored.

(YE25.311) Plasma blasters score their damage before all other weapons except PPDs. Plasma blasters that qualify as a single volley under (D4.22) are combined into a single volley and resolved. If there is more than one volley of plasma blaster fire to be resolved, the largest volley is resolved first as per (D4.34). Damage by other weapons is resolved after all plasma blasters have been resolved.

(YE25.312) If plasma blasters are fired at the same time as PPDs (this can only happen in the simulators), they are all resolved before the first plasmatic pulsar burst is resolved. Note that all plasma blaster fire that can be resolved as a single volley is resolved as single volley, but each PPD pulse is resolved as a separate volley (E11.332). If two plasma blasters fired by the same ship hit a target's #1 shield and at the same time two plasmatic pulsar pulses strike that shield, it would be resolved as three volleys: one being the two plasma blasters, and two more each composed of a single plasmatic pulsar pulse.

(YE25.32) PLASMA BLASTER FIRING TABLE

DIE	RANGE	4-	9-	13-			
ROLL	0	1	2	3	8	12	15
1	8	7	6	5	4	3	2
2	7	6	5	4	3	2	1
3	6	5	4	3	2	1	0
4	5	4	3	2	1	0	0
5	4	3	2	1	0	0	0
6	3	2	1	0	0	0	0

(YE25.33) MAXIMUM RANGE: The maximum range of a plasma blaster is fifteen hexes.

(YE25.331) In a case where the true range and the effective range differ, use the effective range to determine the range bracket on the chart, and use the procedure in (YE25.31).

(YE25.34) FEEDBACK DAMAGE: This weapon only does feedback damage under the rules provided in the Qixavalor Cloud (OP1.0) and against the Loriyill flame shield (OG1.0).

(YE25.35) OVERLOADS: Plasma blasters cannot be overloaded.

(YE25.4) SPECIAL CASES

(YE25.41) TERRAIN: Plasma blasters cannot be fired through a hex containing a planet (P2.321), moon [Exception: (P2.3221)], black hole (P4.23), pulsar (P5.32), or star (P12.1). They can be fired into such a hex. They can be fired through ring (P2.223) and asteroid (P3.33) hexes with the standard EW penalties.

(YE25.42) ATMOSPHERES: If a plasma blaster is fired at a target in an atmosphere (including a target in the same hex as the firing ship), add one to the die roll in (YE25.31) for each hex of atmosphere hex the line of fire passes through (E1.8); this is cumulative with other modifiers.

(YE25.43) SIZE CLASS 7 TARGETS:

(YE25.431) Plasma blasters are subject to the penalties of (FD1.51) when firing at drones.

(YE25.432) Plasma blasters do not damage plasma torpedoes.

(YE25.433) Plasma blasters are penalized by (M8.52) if used to sweep mines.

(YE25.44) WEBS: Plasma blasters cannot fire through webs (G10.61), and cannot damage them. They can be fired out of webs, and can damage targets in a web hex to which they have a clear line of fire.

(YE25.45) NON-VIOLENT COMBAT: Plasma blasters cannot use Non-Violent Combat (D6.4).

(YE25.46) ESGs: Plasma blasters do not interact with ESGs in any way, i.e., they do not damage ESG fields and ESG fields do not block the fire of plasma blasters.

(YE26.0) PLASMA CANNON

The Rovillians developed plasma cannons as a heavy weapon for use by their military. The weapon, much like the plasma blaster, is a branch of plasma torpedo development that was ultimately a dead end. The plasma cannon is a directional discharge of a superheated slug of matter that is just barely contained in an energy shell. The inability of the Rovillians to perfect the energy shell resulted in a constant dissipation of the weapon's energy potential, greatly limiting the weapon's range. The Rovillians adapted the weapon to their ships despite considering it to be in the prototype stage.

(YE26.1) DESIGNATION

(YE26.11) SSD: Each plasma cannon is abbreviated on the SSD as PLC. Each plasma cannon is fired and damaged individually.

(YE26.12) DESTRUCTION: Plasma cannons are destroyed by "torpedo" damage points on the DAC.

(YE26.121) DAMAGE PRIORITY: Plasma cannons come between disruptor cannon-15 and disruptor-15 (D4.3222).

(YE26.13) REPAIR: A plasma cannon takes six damage control points to repair. There is no hasty repair option available.

(YE26.14) TECHNOLOGY RESTRICTIONS: Plasma cannons are Rovillian early years technology weapon systems. No other empire currently in *Star Fleet Battles* can use this weapon outside of the simulators. If some other empire is later authorized to use this weapon, it will be noted in the rules for that empire.

(YE26.141) A plasma cannon requires one option mount and can be used in the wing option mounts of Orion Pirate ships. Note that this can only be done in the simulators.

(YE26.142) It costs 0 BPV to put a plasma cannon in the option mounts of Orion (R8.0), WYN (R12.0), Barbarian (R55.0), or Jumokian (MR6.0) units under Annex #8B. It costs five BPV to place plasma cannons in the rear-firing option mounts of HDWs under Annex #8H for use in the simulators.

(YE26.15) SIZE CLASS RESTRICTIONS: Except as follows, there are no size class restrictions on plasma cannons:

(YE26.151) Plasma cannons were never used on shuttles or fighters, but if such is done in a simulator, they will be limited to a maximum range of ten hexes.

(YE26.1511) A size-1 fighter or shuttle could have one plasma cannon armed with a single charge. A size-2 fighter might have two plasma cannons, each with a single charge. A size-3 medium bomber might have three plasma cannons (with one charge each). A size-4 heavy bomber might have four plasma cannons (with one charge each).

(YE26.1512) Re-arming plasma cannons on a fighter or shuttle would be done in the same manner as reloading photon torpedoes on fighters (J4.85), except that there are no additional fuze settings (J4.853) and the energy to charge the freezer can come from any source.

(YE26.1513) Heavy fighters and medium bombers may fire a maximum of two plasma cannons during a given turn, on the same or different impulses, at the same or different targets. Heavy bombers may fire a maximum of three plasma cannons during a given turn, on the same or different impulses, at the same or different targets. In all cases, a plasma cannon fired in the last eight impulses of a preceding turn counts against the plasma cannon firing rate during the first eight impulses of a given turn. For example, a plasma cannon fired on Impulse #26 of Turn #1 by a medium bomber would prevent it from firing two plasma cannons on Impulse #1 of Turn #2 (it could fire one), although it could fire two plasma cannons on Impulse #2 (assuming it had two armed plasma cannons).

(YE26.152) Plasma cannons were never used by gunboats (interceptors or fast patrol ships) as they were obsolete before gunboats were developed. Plasma cannons carried by such a unit would have a maximum range of ten hexes. No other size class 5 unit, except for a ground-based defense station, can be equipped with the weapon; this includes, but is not limited to, skiffs and modular cutters.

(YE26.153) Plasma cannons on defense satellites or captor mines would be able to fire out to their maximum range within the normal rules for such units, e.g., a captor mine is limited to a range of six hexes (M4.424) unless command-controlled or chain-linked to a sensor mine (M4.432).

(YE26.16) CREW QUALITY, LEGENDARY OFFICERS: Plasma cannons are treated as phasers for the purposes of super-intelligent computers (G11.0), crew quality (G21.0), and legendary officers (G22.0).

(YE26.17) TACTICAL INTELLIGENCE: Plasma cannons are detected as plasma weapons at Tactical Intelligence Level F (D17.4), i.e., they are not differentiated from other plasma weapons such as plasma torpedoes or plasma blasters. Plasma cannons can be distinguished from other weapon types at Tactical Intelligence Level G. Whether a given plasma cannon is being armed, and the amount of energy currently in the individual weapon mounts, can be determined at Tactical Intelligence Level L.

(YE26.2) ARMING PROCEDURE

(YE26.21) ENERGY: Each plasma cannon requires two points of energy from any source on each of two consecutive turns in order to be fired. If the weapon is armed with less than four points of energy at the end of the second turn's Energy Allocation Phase, it is immediately discharged (E1.24). Contingent energy allocation (H7.6) cannot be used to complete the second turn's arming. The weapon can fire once every other turn (provided it is armed).

(YE26.22) HOLDING: Plasma cannons cannot be held; instead they use a form of rolling delay as hellborees do (E10.22). If not fired on the second turn of arming, the weapon loses the first turn of arming, and the second turn of arming becomes the first turn of arming in the arming cycle. If additional arming energy is not provided at the start of the third turn then the arming energy for the second turn of arming is also lost at that point. Lost arming energy is "discharged" (E1.24), and must be announced along with the amount of energy discharged by each weapon, when it occurs. A plasma cannon that discharges its energy during Energy Allocation can begin arming in mid-turn with reserve energy (YE26.23).

(YE26.23) RESERVE ENERGY: A plasma cannon can begin arming in mid-turn by applying two points of reserve energy.

(YE26.231) A plasma cannon that begins arming with reserve energy must either be completed in the subsequent Energy Allocation Phase, or discharged (E1.24). If the weapon is completed with allocated energy during the subsequent Energy Allocation Phase, it cannot be fired within a quarter turn (eight impulses) of when the reserve energy was allocated to begin arming on the previous turn.

(YE26.232) Plasma cannons can begin their first turn of arming with contingent energy (H7.6), i.e., allocating only a part of the first turn's arming energy planning to apply the rest from reserve energy in mid-turn. If the additional arming energy is not provided, the contingent energy is discharged (E1.24) at the end of the turn. If reserve energy is applied to the contingent energy, and the weapon is completed during the subsequent Energy Allocation Phase, the weapon cannot be fired unless a quarter turn (eight impulses) has elapsed from the point where the reserve energy was applied to complete the first turn's arming.

(YE26.24) WEAPONS STATUS: At Weapons Status 0 or Weapons Status I the weapon has no energy in it.

At Weapons Status II or Weapons Status III the unit can be assumed to have completed the first turn's arming (or to be cycling its plasma cannons on rolling delay).

The player controlling the unit may, at Weapons Status II or Weapons Status III, at his option, define the weapons as not currently armed unless a special scenario rule requires that the weapons have been armed. Note the obverse is also true, i.e., a special scenario rule may define that the unit's plasma cannons are not armed despite the unit being at a high Weapons Status.

(YE26.25) BLINDING SENSOR CHANNELS: Plasma cannons blind sensor channels (G24.13).

(YE26.3) FIRING PROCEDURE

(YE26.31) PROCEDURE: Plasma cannons are fired in the Direct-Fire Weapons Fire Stage (6D2). Roll a single die, and cross-reference the die roll result with the range column of the plasma cannon being fired. The result is the number of damage points scored.

(YE26.32) PLASMA CANNON FIRING TABLE

DIE	RANGE	4-	9-	13-			
ROLL	0	1	2	3	8	12	15
1	12	10	9	8	6	4	3
2	12	10	8	6	4	3	2
3	12	10	8	6	4	3	1
4	12	8	6	4	2	2	0
5	10	8	6	4	2	0	0
6	10	8	6	4	0	0	0

(YE26.33) MAXIMUM RANGE: The maximum range of a plasma cannon is fifteen hexes.

(YE26.331) In a case where the true range and the effective range differ, use the effective range to determine the range bracket on the chart, and use the procedure in (YE26.31).

(YE26.34) FEEDBACK DAMAGE: This weapon only does feedback damage under the rules provided in the Qixavalar Cloud (OP1.0) and against the Loryill flame shield (OG1.0).

(YE26.35) OVERLOADS: Plasma cannons cannot be overloaded.

(YE26.4) SPECIAL CASES

(YE26.41) TERRAIN: Plasma cannons cannot be fired through a hex containing a planet (P2.321), moon [Exception: (P2.3221)], black hole (P4.23), pulsar (P5.32), or star (P12.1). They can be fired into such a hex. They can be fired through ring (P2.223) and asteroid (P3.33) hexes with the standard EW penalties.

(YE26.42) ATMOSPHERES: Plasma cannons reduce their strength by 25% (of the original strength) for each hex of atmosphere. The 25% loss for a second (or subsequent) hex of atmosphere is cumulative with previous hexes, i.e., deduct 50% for two hexes, 75% for three, and 100% for four or more. Round fractions down when calculating the loss (strength 6, 25% loss is 1.5, drop the .5, result is 5, loss is 1).

(YE26.43) SIZE CLASS 7 TARGETS:

(YE26.431) Plasma cannons are subject to the penalties of (FD1.51) when firing at drones.

(YE26.432) Plasma cannons do not damage plasma torpedoes.

(YE26.433) Plasma cannons are penalized by (M8.52) if used to sweep mines.

(YE26.44) WEBS: Plasma cannons cannot fire through webs (G10.61), and cannot damage them. They can be fired out of webs, and can damage targets in a web hex to which they have a clear line of fire.

(YE26.45) NON-VIOLENT COMBAT: Plasma cannons cannot use Non-Violent Combat (D6.4).

(YE26.46) ESGs: Plasma cannons do not interact with ESGs in any way, i.e., they do not damage ESG fields and ESG fields do not block the fire of plasma cannons.

(YE27.0) PLASMA-VORTEX LAUNCHER

The Pronhoulites developed plasma technology into the plasma-vortex launcher. The weapon was very flexible, and was able to fire rapidly with small increments of energy, or more slowly with massive bursts of energy. This allowed Pronhoulite ships to either dance around their opponents or close in to deliver a solid hammering. The weapon showed some promise of further development, but was discarded after the formation of the Concordium in favor of further development of seeking torpedoes, which it was believed would be more effective against Space Boars.

(YE27.1) DESIGNATION

(YE27.11) SSD: Each plasma-vortex launcher is abbreviated on the SSD as PVL. Each plasma-vortex launcher is fired and damaged individually.

(YE27.12) DESTRUCTION: Plasma-vortex launchers are destroyed by “torpedo” damage points on the DAC.

(YE27.121) DAMAGE PRIORITY: Plasma-vortex launchers come between light hypercannon and disruptor cannon-15 (D4.3222).

(YE27.13) REPAIR: A plasma-vortex launcher takes eight damage control points to repair. A plasma-vortex launcher can be hastily repaired for four damage control points under (G17.5), but the weapon can only operate with two points of energy (YE27.3). A hastily repaired plasma-vortex launcher cannot be fully repaired later in a scenario unless it is destroyed again. A hastily repaired plasma-vortex launcher can be fully repaired between the rounds of a campaign game as part of the normal campaign repairs.

(YE27.14) TECHNOLOGY RESTRICTIONS: Plasma-vortex launchers are Pronhoulite early years technology weapon systems. No other empire currently in *Star Fleet Battles* can use this weapon outside of the simulators. If some other empire is later authorized to use this weapon, it will be noted in the rules for that empire.

(YE27.141) Plasma-vortex launchers require two adjacent centerline option mounts and cannot be used in the wing option mounts of Orion Pirate ships. Note that this can only be done in simulators.

(YE27.142) It costs one BPV to put a plasma-vortex launcher in the option mounts of Orion (R8.0), WYN (R12.0), Barbarian (R55.0), or Jumokian (MR6.0) units under Annex #8B. It costs seven BPV to place plasma-vortex launchers in the rear-firing option mounts of HDWs under Annex #8H for use in the simulators.

(YE27.15) SIZE CLASS RESTRICTIONS: Except as follows, there are no size class restrictions on plasma-vortex launchers:

(YE27.151) Plasma-vortex launchers were never used on shuttles or fighters, but if such is done in a simulator, they will be limited to a maximum range of ten hexes if one charge is used. If both charges in a single plasma-vortex launcher are used, the weapon will have a maximum range of four hexes.

(YE27.1511) No size-1 fighter or shuttle could have more than one such weapon carrying a maximum of two charges. A size-2 fighter might have two such weapons, each with two charges. A size-3 medium bomber might have three such weapons (with two charges each). A size-4 heavy bomber might have four such weapons (with two charges each).

(YE27.1512) If a plasma-vortex launcher carried by a fighter or bomber fires a single charge, it cannot fire the second charge in the same turn, or within a quarter-turn of firing the charge on the previous turn.

(YE27.1513) Re-arming plasma-vortex launchers on a fighter or shuttle would be done in the same manner as reloading disruptor charges (J4.84).

(YE27.1514) Heavy fighters and medium bombers may fire a maximum of two plasma-vortex launchers during a given turn, on the same or different impulses, at the same or different targets. Heavy bombers may fire a maximum of three plasma-vortex launchers during a given turn, on the same or different impulses, at the same or different targets. In all cases, a plasma-vortex launcher fired in the last eight impulses of a preceding

turn counts against the plasma-vortex launcher firing rate during the first eight impulses of a given turn. For example, a plasma-vortex launcher fired on Impulse #26 of Turn #1 by a medium bomber would prevent it from firing two plasma-vortex launchers on Impulse #1 of Turn #2 (it could fire one), although it could fire two plasma-vortex launchers on Impulse #2 (assuming it had two armed plasma-vortex launchers).

(YE27.152) Plasma-vortex launchers were never used by gunboats (interceptors or fast patrol ships) as they were obsolete before gunboats were developed. Plasma-vortex launchers carried by such a unit would have a maximum range of ten hexes. No other size class 5 unit, except for a ground-based defense station, can be equipped with the weapon; this includes, but is not limited to, skiffs and modular cutters.

(YE27.153) Plasma-vortex launchers on defense satellites or captor mines would be able to fire out to their maximum range within the normal rules for such units, e.g., a captor mine is limited to a range of six hexes (M4.424) unless command-controlled or chain-linked to a sensor mine (M4.432).

(YE27.16) CREW QUALITY, LEGENDARY OFFICERS: Plasma-vortex launchers are treated as phasers for the purposes of super-intelligent computers (G11.0), crew quality (G21.0), and legendary officers (G22.0).

(YE27.17) TACTICAL INTELLIGENCE: Plasma-vortex launchers are detected as plasma weapons at Tactical Intelligence Level F (D17.4), i.e., they are not differentiated from other plasma weapons such as plasma torpedoes or plasma cannons. Plasma-vortex launchers can be distinguished from other weapon types at Tactical Intelligence Level G. Whether a given plasma-vortex launcher is being armed, and the amount of energy currently in the individual weapon mounts, can be determined at Tactical Intelligence Level L.

(YE27.2) ARMING PROCEDURE

(YE27.21) ENERGY: A plasma-vortex launcher requires two points of energy to arm, for each of either one, two, or three consecutive turns of arming. It can be fired on the first, second, or third turn of arming. Each turn of arming is referred to as an arming level.

(YE27.211) A plasma-vortex launcher can be armed for two points of energy and fired every turn. If the weapon is fired, or if the energy in it is discharged (E1.24) by the end of the turn, the weapon may be armed and fired normally on the following turn.

(YE27.212) If a plasma-vortex launcher is armed, and not fired or discharged on the previous turn, two more points of energy can be allocated to it on the following turn during Energy Allocation. If this energy is not added during Energy Allocation, the weapon is discharged (it may not be fired during that turn).

(YE27.213) If a plasma-vortex launcher has been armed during Energy Allocation on two consecutive turns and has not been fired (or discharged) by the end of the second turn, an additional two points of energy may be provided to the weapon during Energy Allocation of the third consecutive turn. If this energy is not added during Energy Allocation, the weapon is discharged (it may not be fired during that turn).

(YE27.214) If a plasma-vortex launcher that has been armed over three consecutive turns is not fired by the end of the third turn of arming, the weapon must be discharged (it cannot be held). The weapon can begin arming normally on the following turn, and can be fired normally in that turn (or begin accumulating energy over consecutive turns again).

(YE27.215) Once armed to a given arming level, a plasma-vortex launcher's arming status is irreversible. A plasma-vortex launcher armed to the third arming level cannot be fired at the first or second arming levels.

(YE27.216) Lost arming energy is "discharged" (E1.24) and this must be announced along with the amount of energy discharged by each weapon, when it occurs.

(YE27.217) The weapon can fire once every turn (provided it is armed) at its lowest level, or once every other turn at its intermediate arming level, or once every third turn at its maximum arming level. If fired on consecutive turns (firing a shot on a following turn at its lowest arming level) it cannot be fired within a quarter turn (eight impulses) of being fired on the previous turn.

(YE27.22) HOLDING: A plasma-vortex launcher cannot be held past the third turn of arming, but incurs no additional holding cost as energy is added on each consecutive turn. If the first turn of arming is provided, and the plasma-vortex launcher is not fired during that turn, the plasma-vortex launcher must either have the second turn of arming provided during Energy Allocation of the subsequent turn or be discharged (YE27.216). If the second turn of arming is provided, and the plasma-vortex launcher is not fired during that turn, the plasma-vortex launcher must either have the third turn of arming provided during Energy Allocation of the subsequent (third turn since arming began) turn or be discharged (YE27.216). If the plasma-vortex launcher is not fired during the third turn of arming, it will be discharged automatically (YE27.216) at the end of that turn.

(YE27.23) RESERVE ENERGY: A given plasma-vortex launcher may be armed with reserve energy if it has not been fired on the current turn (H7.5). Energy may be applied to a plasma-vortex launcher insufficient to begin arming the weapon (first turn's arming only) and be completed with reserve energy using contingent energy allocation (H7.6).

(YE27.231) If a plasma-vortex launcher begins arming in a turn and is not fired, it must continue arming with allocated energy during the following Energy Allocation Phase or the energy in the weapon is discharged. If the weapon does not have enough energy in it to complete the first turn of arming by the end of a turn, the energy in the weapon is discharged. Lost arming energy is "discharged" (E1.24), and must be announced along with the amount of energy discharged by each weapon, when it occurs.

(YE27.232) The arming cycle of the plasma-vortex launcher does not allow reserve energy to be added to the weapon in mid-turn except to begin arming the weapon on its first turn of arming.

(YE27.24) WEAPONS STATUS: Unless special scenario rules provide otherwise, a ship may have the following energy status in each of its plasma-vortex launchers at the following Weapons Status:

Weapons Status	Plasma-Vortex Launcher Arming
0 or I	Plasma-Vortex Launchers Empty
II	First Turn's Arming Energy
III	First or Second Turn's Arming Energy

A player may voluntarily choose to have his plasma-vortex launchers armed to a lower level at any Weapons Status unless special scenario rules specify otherwise.

(YE27.25) BLINDING SENSOR CHANNELS: Plasma vortex-launchers blind sensor channels (G24.13).

(YE27.3) FIRING PROCEDURE

(YE27.31) PROCEDURE: Plasma-vortex launchers are fired in the Direct-Fire Weapons Fire Stage (6D2). Roll a single die, and cross-reference the die roll result with the range column and the appropriate row for the amount of energy that the plasma-vortex launcher being fired is armed with. The result is the number of damage points scored.

(YE27.32) PLASMA-VORTEX LAUNCHER FIRING TABLE

DIE	RANGE	0	1	2	3	4-	9-	13-
ROLL		0	1	2	3	8	12	15
1-2	6	5	4	3	2	1	1	TWO
3-4	6	5	4	3	1	1	0	POINTS
5-6	5	4	3	2	1	0	0	OF ENERGY
1-2	12	10	8	6	4	3	2	FOUR
3-4	11	9	7	5	3	2	1	POINTS
5-6	10	8	6	4	2	1	0	OF ENERGY
1-2	17	15	12	9	6	4	3	SIX
3-4	16	14	10	8	4	3	2	POINTS
5-6	15	13	9	6	3	2	1	OF ENERGY

(YE27.33) MAXIMUM RANGE: The maximum range of a plasma-vortex launcher is fifteen hexes.

(YE27.331) In a case where the true range and the effective range differ, use the effective range to determine the range bracket on the chart, and use the procedure in (YE27.31).

(YE27.35) FEEDBACK DAMAGE: If a plasma-vortex launcher armed with six points of energy is fired at a true range of zero, the firing unit receives six points of feedback damage on its shield that is facing the target. This does not reduce the damage scored on the target. The plasma-vortex launcher will do feedback damage under the rules provided in the Qixavalor Cloud (OP1.0) and against the Loryill flame shield (OG1.0) irrespective of its level of arming (and in addition to any feedback as a result of firing at Range zero with six points of energy).

(YE27.36) OVERLOADS: Plasma-vortex launchers cannot be overloaded.

(YE27.4) SPECIAL CASES

(YE27.41) TERRAIN: Plasma-vortex launchers cannot be fired through a hex containing a planet (P2.321), moon [Exception: (P2.3221)], black hole (P4.23), pulsar (P5.32) or star (P12.1). They can be fired into such a hex. They can be fired through ring (P2.223) and asteroid (P3.33) hexes with the standard EW penalties.

(YE27.42) ATMOSPHERES: Plasma-vortex launchers reduce their strength by 25% (of the original strength) for each hex of atmosphere. The 25% loss for a second (or subsequent) hex of atmosphere is cumulative with previous hexes, i.e., deduct 50% for two hexes, 75% for three, and 100% for four or more. Round fractions down when calculating the loss (strength 6, 25% loss is 1.5, drop the .5, result is 5, loss is 1).

(YE27.43) SIZE CLASS 7 TARGETS:

(YE27.431) Plasma-vortex launchers are subject to the penalties of (FD1.51) when firing at drones.

(YE27.432) Plasma-vortex launchers do not damage plasma torpedoes.

(YE27.433) Plasma-vortex launchers are penalized by (M8.52) if used to sweep mines.

(YE27.44) WEBS: Plasma-vortex launchers cannot fire through webs (G10.61), and cannot damage them. They can be fired out of webs, and can damage targets in a web hex to which they have a clear line of fire.

(YE27.45) NON-VIOLENT COMBAT: Plasma-vortex launchers cannot use Non-Violent Combat (D6.4).

(YE27.46) ESGs: Plasma-vortex launchers do not interact with ESGs in any way, i.e., they do not damage ESG fields and ESG fields do not block the fire of plasma-vortex launchers.

(YE28.0) HELLGUN

The hellgun is yet another example of the Hydran development of fusion technology. It fires an ultra-velocity fusion bomb. Hellguns first appeared in early Y78 (it is possible that prototypes might have been deployed earlier), but were seen primarily on refitted WDNs (YDNs) and WCCs (YCCs). The weapon was never encountered on bases during the fall of the Kingdom in Y87, and it was never seen after that date. There are competing theories as to why this was so. One theory holds that the weapon was simply too complex, or the materials needed to manufacture it were too rare, for any wider deployment, and the Hydrans chose to mount them on offensive units (ships) rather than defensive units (bases) that might never come under attack. Another theory holds that a single guild held the patent and restricted the numbers that could be built for its own reasons (perhaps so that it could charge more for the weapon after it was combat proven). Another theory holds that the government was too cheap to purchase more of the weapons. Another theory (regarded as the most unlikely) is that the few weapons deployed were found in a cache of weapons belonging to an older and now vanished empire (this theory is only supported by the fact that the weapon was unlike anything the Hydrans had deployed prior to Y78).

For reasons that are not entirely clear, but might be supported by several of the theories, the Hydrans did not continue manufacturing hellguns in the Lost Colonies after the Kingdom fell, but instead developed nova cannons into fusion beams (YE7.0). How the ability to build hellguns was lost is yet another mystery. It is known that not a single working copy was to be found in the Old Colonies (the last ship armed with them was lost in a rear guard action during the retreat to the Old Colonies). It is possible (although unlikely) that there was no source for rare materials needed to make the gun. Or that the guild that had the patent lost its files in one of the disasters before the final fall. The most favored reason is simple industrial sabotage of one guild by another (or several others) so corrupting the known data that it was nearly impossible to recreate the weapon without starting from scratch. That effort would take decades even if various research facilities were not being raided by one guild or another.

The weapon may have re-appeared at some point, but the Hydrans were committed to the fighter and fusion combat model by that time, and the weapon languished in various labs until a scientist combined the bomb with a magnetic field around Y155.

(YE28.1) DESIGNATION

(YE28.11) SSD: Each hellgun is abbreviated on the SSD as HG. Each hellgun is fired and damaged individually.

(YE28.12) DESTRUCTION: Hellguns are destroyed by “drone” damage points on the DAC.

(YE28.121) DAMAGE PRIORITY: Hellguns come between neutron guns and magazines of type-D drone racks (D4.3223).

(YE28.13) REPAIR: Hellguns cost fifteen damage control points to repair under (D9.7) and (G17.0), there is no hasty repair. Hellbores (E10.0) cannot be repaired as hellguns, nor can hellguns be repaired as hellbores.

(YE28.14) TECHNOLOGY RESTRICTIONS: Hellguns are Hydran early years technology weapon systems. No other empire currently in *Star Fleet Battles* can use this weapon outside of the simulators. If some other empire is later authorized to use this weapon, it will be noted in the rules for that empire.

(YE28.141) Hellguns require one option mount and cannot be used in the wing option mounts of Orion Pirate ships. Note that this can only be done in the simulators.

(YE28.142) It costs two BPV to put a hellgun in the option mount of an Orion (R8.0), WYN (R12.0), Barbarian (R55.0), or Jumokian (MR6.0) unit under Annex #8B. It costs eight BPV to place hellguns in a rear-firing option mounts of an HDW under Annex #8H for use in the simulators.

(YE28.15) SIZE CLASS RESTRICTIONS: Hellguns cannot be used in the option mounts of size class 4 units. Except as follows, there are no other size class restrictions on hellguns:

(YE28.151) Hellguns were never used on shuttles or fighters, but if such is done in a simulator, they will be limited to a maximum range of ten hexes.

(YE28.1511) No size-1 fighter or shuttle could have more than one such weapon carrying a single charge. A size-2 fighter might have two such weapons, each with a single charge. A size-3 medium bomber might have three such weapons (with one charge each). A size-4 heavy bomber might have four such weapons (with one charge each).

(YE28.1512) Re-arming a hellgun on a fighter or shuttle is done in the same manner as reloading hellbore charges (J4.834).

(YE28.1513) Heavy fighters and medium bombers may fire a maximum of two hellguns during a given turn, on the same or different impulses, at the same or different targets. Heavy bombers may fire a maximum of three hellguns during a given turn, on the same or different impulses, at the same or different targets. In all cases, a hellgun fired in the last eight impulses of a preceding turn counts against the hellgun firing rate during the first eight impulses of a given turn. For example, a hellgun fired on Impulse #26 of Turn #1 by a medium bomber would prevent it from firing two hellguns on Impulse #1 of Turn #2 (it could fire one), although it could fire two hellguns on Impulse #2 (assuming it had two armed hellguns).

(YE28.152) Hellguns were never used by gunboats (interceptors or fast patrol ships) as they were obsolete before gunboats were developed. Hellguns carried by such a unit would have a maximum range of ten hexes. No other size class 5 unit, except for a ground-based defense station, can be equipped with the weapon; this includes, but is not limited to, skiffs and modular cutters.

(YE28.153) Hellguns on defense satellites or captor mines would be able to fire out to their maximum range within the normal rules for such units, e.g., a captor mine is limited to a

range of six hexes (M4.424) unless command-controlled or chain-linked to a sensor mine (M4.432).

(YE28.16) CREW QUALITY, LEGENDARY OFFICERS: Hellguns are treated as photon torpedoes for the purposes of super-intelligent computers (G11.0), crew quality (G21.0), and legendary officers (G22.0).

(YE28.17) TACTICAL INTELLIGENCE: Hellguns are detected as heavy weapons at Tactical Intelligence Level F (D17.4). Hellguns can be distinguished from other weapon types at Tactical Intelligence Level G. Whether a given hellgun is being armed, and the amount of energy currently in the individual weapon mounts, can be determined at Tactical Intelligence Level L.

(YE28.2) ARMING PROCEDURE

(YE28.21) ENERGY: Each hellgun requires three points of energy from any source on each of two consecutive turns in order to be fired. If the weapon is armed with less than three points of energy at the end of the second turn’s Energy Allocation Phase, it is immediately discharged (E1.24). Contingent energy allocation (H7.6) cannot be used to complete the second turn’s arming. The weapon can fire once every other turn (provided it is armed).

(YE28.22) HOLDING: Hellguns cannot be held; instead they use a form of rolling delay as hellbores do (E10.22). If not fired on the second turn of arming, the weapon loses the first turn of arming, and the second turn of arming becomes the first turn of arming in the arming cycle. If additional arming energy is not provided during the Energy Allocation Phase at the start of the third turn then the arming energy for the second turn of arming is also lost at that point. Lost arming energy is “discharged” (E1.24), and must be announced along with the amount of energy discharged by each weapon, when it occurs. A hellgun that discharges its energy during Energy Allocation can begin arming in mid-turn with reserve energy (YE28.23).

(YE28.23) RESERVE ENERGY: A hellgun can begin arming in mid-turn by applying three points of reserve energy.

(YE28.231) A hellgun that begins arming with reserve energy must either be completed in the subsequent Energy Allocation Phase, or discharged (E1.24). If the weapon is completed with allocated energy during the subsequent Energy Allocation Phase, it cannot be fired within a quarter turn (eight impulses) of when the reserve energy was allocated to begin arming on the previous turn.

(YE28.232) Hellguns can begin their first turn of arming with contingent energy allocation (H7.6), i.e., allocating only a part of the first turn’s arming energy planning to apply the rest from reserve energy in mid-turn. If the additional arming energy is not provided, the contingent energy is discharged at the end of the turn. If reserve energy is applied to the contingent energy, and the weapon is completed during the subsequent Energy Allocation Phase, the weapon cannot be fired unless a quarter turn (eight impulses) has elapsed from the point where the reserve energy was applied to complete the first turn’s arming.

(YE28.24) WEAPONS STATUS: At Weapons Status 0 or Weapons Status I the weapon has no energy in it.

At Weapons Status II or Weapons Status III the unit can be assumed to have completed the first turn’s arming (or to be cycling its hellguns on rolling delay).

The player controlling the unit may, at Weapons Status II or Weapons Status III, at his option, define the weapons as

not currently armed unless a special scenario rule requires that the weapons have been armed. Note the obverse is also true, i.e., a special scenario rule may define that the unit's hellguns are not armed despite the unit being at a high Weapons Status.

(YE28.25) BLINDING SENSOR CHANNELS: Hellguns blind sensor channels (G24.13).

(YE28.3) FIRING PROCEDURE

(YE28.31) PROCEDURE: Hellguns are fired in the Direct-Fire Weapons Fire Stage (6D2). The fire of a hellgun is resolved on the Hellgun Combat Resolution Table, which is found on the SSDs of ships armed with hellguns and is below (YE28.33). The procedure is as follows: Determine the range and roll two dice. If the total of the dice is equal to or less than the hit number shown on the chart for that range, the weapon has hit the target, scoring the indicated amount of damage for that range. For example, at a range of six a die roll total of eight (or less) would be a hit, but a die roll total of nine (or more) would be a miss.

(YE28.32) DAMAGE PROCEDURE: Hellguns score their damage along with all other direct-fire weapons not otherwise resolved separately, i.e., at the same time as phasers, disruptors, etc. in the Direct-Fire Weapons Damage Resolution Stage (6D4). Their damage is not scored as a separate volley, but as part of the same volley as other weapons striking the same shield at the same time (D4.22).

(YE28.33) HELLGUN COMBAT RESOLUTION TABLE:

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT#	N/A	11	10	9	8	7	6
DAMAGE	N/A	10	8	7	6	5	4

(YE28.34) MAXIMUM RANGE: The maximum range of a hellgun is twenty-two hexes.

(YE28.341) In a case where the true range and the effective range differ, use the effective range to determine the range bracket on the chart, and use the procedure in (YE28.31).

(YE28.35) MINIMUM RANGE: Hellguns cannot be fired at a true range of zero. Exception: see (YE28.463).

(YE28.36) FEEDBACK DAMAGE: This weapon only does feedback damage under the rules provided in the Qixavalor Cloud (OP1.0) and against the Loryill flame shield (OG1.0).

(YE28.37) OVERLOADS: Hellguns cannot be overloaded.

(YE28.4) SPECIAL CASES

(YE28.41) TERRAIN: Hellguns cannot be fired through a hex containing a planet (P2.321), moon [Exception: (P2.3221)], black hole (P4.23), pulsar (P5.32) or star (P12.1). They can be fired into such a hex. They can be fired through ring (P2.223) and asteroid (P3.33) hexes with the standard EW penalties.

(YE28.42) ATMOSPHERES: Hellguns reduce their strength by 25% (of the original strength) for each hex of atmosphere. The 25% loss for a second (or subsequent) hex of atmosphere is cumulative with previous hexes, i.e., deduct 50% for two hexes, 75% for three, and 100% for four or more. Round fractions down when calculating the loss (strength 6, 25% loss is 1.5, drop the .5, result is 5, loss is 1).

(YE28.43) SIZE CLASS 7 TARGETS:

(YE28.431) Hellguns are subject to the penalties of (FD1.51) when firing at drones.

(YE28.432) Hellguns do not damage plasma torpedoes.

(YE28.433) Hellguns are penalized by (M8.52) if used to sweep mines.

(YE28.44) WEBS: Hellguns cannot fire through webs (G10.61), and cannot damage them. They can be fired out of webs, and can damage targets in a web hex to which they have a clear line of fire.

(YE28.45) NON-VIOLENT COMBAT: Hellguns cannot use Non-Violent Combat (D6.4).

(YE28.46) ESGs: Hellguns interact with ESGs.

(YE28.461) If a hellgun is fired at an ESG field (from outside), a hit (on the field) is automatic. Note that this includes hellguns fired at the generating ship and those fired at another target (or into an empty hex) but where the line of fire (to the original target) crosses the sphere/field. The strength of the ESG field is reduced by the strength of the hellgun at the point of impact on the sphere itself; the remaining energy (if any) of the hellgun is automatically applied, without further reduction, to the facing shield of the unit generating the ESG field even if that unit was not the original target. If there is a second sphere inside the first, the process is repeated. (A hellgun ship can, in effect, damage a target outside of the arcs of its weapons IF those hellguns could fire on any ESG hex generated by the target.) See also (G23.845).

(YE28.462) Since an ESG does not completely fill the hex, a line of fire along the edge of an ESG hex (but not one between two adjacent ESG hexes from the same field) does not hit the ESG.

(YE28.463) If fired from inside an ESG field at a target also inside the ESG field, the hellgun does not strike the ESG field. If fired from inside an ESG field at a target outside the ESG field (or into an empty hex simply to hit the field), the hellgun strikes the field (reducing it) and any remaining damage is diverted by the field to the ship generating the field. If fired by a unit in the same hex as a target with a zero radius ESG the hellgun damages the ESG (and possibly the ship generating that field) as if it had been fired at a range of one. This procedure is also used if fired at Range zero into an ESG field as a result of (G23.56). If a hellgun, which is legally fired at a target (even a "speck of space debris") more than that range, intersects an ESG at Range zero, treat this as having hit the ESG at a range of one. There is no feedback from a hellgun in this situation.

(YE28.464) If two or more hellguns are fired at a given ship during a given fire step, they are resolved one at a time (i.e. sequentially, even if fired as a narrow salvo) in any order the firing player chooses. If a given hellgun reduces the ESG to zero strength, the other hellguns are resolved against the ship as if no ESG had been active when they were fired (unless, of course, another ESG mounted on the same ship is active, in which case the hellguns would strike that field), i.e., each rolls normally for a chance to hit (YE28.31).

(YE28.465) A hellgun which misses its target does not extend onward to strike any ESG which happens to be down range.

(YFD0.0) EARLY YEARS DRONES

(YFD2.0) As with other drones in the early years, the warhead of a type-VI scores half its normal damage, i.e., one point against ships, and four points against shuttles. The impact of a type-VI drone on another drone will still destroy the drone under (FD1.56).

(YFD3.0) The type-E drone rack was available for service at the same time as other drone rack types but was not operationally deployed. The rack was used to launch type-VI drones to use as targets for other weapon systems and to test developing technologies. In all of Klingon and Kzinti space there may have been only eight type-E drone racks between Y65 and Y93. In Y93 the Kzintis conducted one of the first long-range drone bombardment missions against a Klingon colony planet. While the bombardment did little damage to military installations, the civilian infrastructure was severely impacted. It was later determined that at least one or more Kzinti feudal lords had conducted similar operations against one or more of their neighbors. The search for a solution led to the mounting of type-E drone racks on small ground bases on colony planets that were threatened by such an attack. No colony planet ever had more than two such bases. Both the Klingons and Kzintis deployed these systems simultaneously. Only the Kzintis mounted any on ships during the early years (self-defense pods and early survey cruisers).

(YFD5.0) Type-VI drones were developed at the same time as other drone types, but were used only for testing and targeting purposes. Their small warhead was not considered worth the bother of mounting them on warships or other installations. The drones were not self-guiding during the early years (the warp-seeking guidance system was not developed until Y122). They operate as normal drones (FD5.3); they have none of the advantages of (FD5.13). If the warhead scores less than 0.5 points of damage against a ship due to electronic warfare, this is rounded down to zero points. If it scores more 0.5 points of damage against a ship despite electronic warfare, this is resolved as one point of damage, i.e., its normal warhead strength against a ship (YFD2.0). They were not operationally deployed until Y95 in response to Kzinti drone bombardment operations with type-IIIXX drones.

(YFD22.0) PLASMA DRONE

The plasma drone was developed by the Q'Naabians. It was a unique combination of a drone with a relatively small warhead that could be enhanced by the application of warp energy which “excited” the fissile material in the drone's warhead. While it suffered the limitations of a drone (it could be destroyed by weapons fire or held at bay with a tractor beam), the fact that any given warhead might be enhanced was a cause of great consternation for their opponents.

As ships became faster, the plasma drone would be relegated to the Concordium's trash heap. While it might have been a useful weapon (updated with the Kzinti, Klingon, or Federation technology), the Concordium had initially designed its pacification ships based on its observations of the Gorns and Romulans. By the time the other empires had been contacted, the Concordium's nascent admiralty decided that changing gears in mid-production would be worse than continuing with their already selected designs, thus the plasma drone remains one of history's lost weapons.

(YFD22.1) DESIGNATION

(YFD22.11) SSD: Plasma drones are launched from special racks designated plasma-P. They are shown as drone racks on the SSD (labeled “DRN” or “DRONE”) with a “P” (rather than an A, B, C, D, E, F, etc.) in the ammo track associated with drone rack and the title “Plasma Drone Rack” over the ammo tracks.

(YFD22.12) TYPES OF RACKS: The Q'Naabians developed only one type of drone rack. The plasma-P rack held five drones. There is one set of reloads. A given plasma-P rack can launch one plasma drone per turn with a 1/4 turn (eight impulse) delay between launchings on subsequent turns. Reloading is accomplished using the drone rack reload procedures (FD2.42), treating plasma drones as single space drones.

(YFD22.13) DESTRUCTION: Plasma-P racks are destroyed by “drone” damage points on the DAC as any other drone rack (D4.21). If a plasma-P rack is destroyed, all plasma-P drones in that rack (but not reloads) are destroyed, just as they would be in a drone rack. Note that any plasma-P drone in the process of being loaded into the rack or unloaded from the rack at the time the rack is destroyed is also destroyed as per (FD2.4441).

(YFD22.131) DAMAGE PRIORITY: Plasma-P racks come between C-racks and E-racks (D4.3223).

(YFD22.14) REPAIR: Plasma-P racks are repaired for five repair points. They can be hastily repaired (G17.5) for three repair points, but will only be able to launch plasma drones which have not been enhanced.

(YFD22.15) TECHNOLOGY RESTRICTIONS: Plasma-P drone racks are Q'Naabian early years technology weapon systems. No other empire currently in *Star Fleet Battles* can use this weapon outside of the simulators. If some other empire is later authorized to use this weapon, it will be noted in the rules for that empire.

(YFD22.151) Plasma-P drone racks require one option mount and can be used in the wing option mounts of Orion Pirate ships. Note that this can only be done in the simulators.

(YFD22.152) It costs one BPV to put a plasma-P drone rack in the option mount of an Orion (R8.0), WYN (R12.0), Barbarian (R55.0), or Jumokian (MR6.0) unit under Annex #8B. It costs two BPV to place a plasma-P drone rack in a rear-firing option mount of an HDW under Annex #8H.

(YFD22.153) Plasma drones could be used on fighters as normal drones, but the warheads of any plasma drones carried by a fighter or bomber could not be enhanced (YFD22.23) or super-enhanced (YFD22.24).

(YFD22.154) Plasma-P racks were never used by gunboats (interceptors or fast patrol ships) as they were obsolete before gunboats were developed. Plasma-P racks carried by such a unit would have been identical to those found here, except that the launching unit would have been able to launch and guide drones to targets up to 35 hexes distant and there would have been no reloads. The plasma-P racks might have been used by security skiffs under these rules.

(YFD22.155) Captor mines would operate under (M4.412) and DefSats under (R1.15D1) if armed with plasma-P drones. The plasma drones on such platforms cannot be enhanced under (YFD22.23) or (YFD22.24). There is no increase or decrease in the number of drones on a captor mine, i.e., the large captor mine would have six plasma-P drones and the small captor mine would have two. A DefSat armed with plasma-P drones would have five such drones

(YFD22.16) OTHER ORDNANCE: Plasma-P racks cannot launch anything other than plasma drones. They cannot use non-plasma drones (Type-I, Type-II, Type-IV, etc.), plasma-Ds, etc.

(YFD22.17) SIZE CLASS RESTRICTIONS: Except as follows, there are no size class restrictions on plasma-P drone racks:

(YFD22.171) Units smaller than size class 5 cannot use plasma-P drone racks. Note, this restriction is on plasma-P drone racks, not on plasma-P drones.

(YFD22.18) CREW QUALITY, LEGENDARY OFFICERS: Super-intelligent computers (G11.0), crew quality (G21.0), and legendary officers (G22.0) interact with plasma-P drones in the same way and under the same restrictions as standard drones.

(YFD22.19) TACTICAL INTELLIGENCE: Plasma-P racks are detected as drone racks at Tactical Intelligence Level F, i.e., they are not differentiated from other drone racks. Plasma-P racks can be distinguished from other drone racks at Tactical Intelligence Level G. Whether the drones in a given plasma-P rack have been enhanced or not cannot be detected except by the seeking weapons identification procedures in (F1.4).

(YFD22.2) PLASMA-P DRONES

Plasma drones operate like standard Type-II drones except as noted herein.

(YFD22.21) PLASMA DRONE FRAME: A plasma drone is a one-space drone that requires four damage points to destroy, has an endurance of 64 impulses (two turns), and moves at moderate speed (speed-12).

(YFD22.211) The Q'Naabians did not develop any drone frame enhancements. There are no external armor modules, extended range, or self-guidance packages that can be fitted to the drone frame. Players are free to experiment with adding such improvements in the simulators, but not in historical settings.

(YFD22.22) PLASMA DRONE WARHEAD: The warhead of a plasma drone will do four points of damage if it hits its target.

(YFD22.221) The Q'Naabians did not develop any other warhead modules. There are no armor modules, swordfish modules, spearfish modules, starfish modules, or any other module type that can replace the warhead of a plasma drone.

(YFD22.222) The reduction of the strength of drone warheads in the early years in (YFD2.0) does not apply to plasma drones, as it is already factored into their warheads.

(YFD22.23) ENHANCED WARHEAD: A plasma drone can have one point of warp energy allocated to it during Energy Allocation on the turn it is launched. The application of the warp energy enhances the warhead and if it strikes its target, the plasma drone will score eight points of damage instead of only four.

(YFD22.231) If a plasma drone with a single point of enhancement is not launched by the end of the turn in which the enhancement was applied, the enhanced energy is lost.

(YFD22.232) If a plasma drone was enhanced by a single point of energy on a previous turn, it can be enhanced normally on a subsequent turn. There is no ill effect from the loss of a single point of enhancement energy, and there is no delay, i.e., the plasma drone could be enhanced again during the Energy Allocation phase immediately following its previous enhancement.

(YFD22.233) If an enhanced drone is launched, it retains its enhancement for the duration of its time on the map, i.e., for its full 64 impulses of endurance.

(YFD22.24) SUPER-ENHANCED WARHEAD: A plasma drone can have two points of warp energy allocated to it during Energy Allocation on the turn it is launched. The application of the two points of warp energy super-enhances the warhead and if it strikes its target, the plasma drone will score twelve points of damage.

(YFD22.241) If a super-enhanced plasma drone is not launched by the end of the turn in which the enhancement was applied, the drone warhead burns out, destroying the drone but not otherwise damaging the plasma-P drone rack.

(YFD22.242) If a super-enhanced plasma drone is launched, it retains its enhancement for the duration of its time on the map, i.e., its full 64 impulses of endurance.

(YFD22.25) PLASMA-P RACK DESTRUCTION: If a plasma-P rack is destroyed while an enhanced plasma drone is still loaded there is no increased damage; the rack is simply destroyed. As with any other drone rack, any plasma-P drones currently in the rack, or in the process of being loaded onto, or unloaded from, the rack are also destroyed.

(YFD22.26) RESERVE ENERGY ARMING: Reserve energy cannot be used to enhance a plasma drone. Plasma drones can only be enhanced during Energy Allocation.

(YFD22.27) PLASMA-DRONE IDENTIFICATION: The enhanced or non-enhanced status of a plasma drone is not revealed by its destruction. It can only be detected by allowing the drone to strike its target, or by the procedures in (F1.4).

(YFD22.28) LIMITED USE: Plasma drones can only be enhanced in plasma-P drone racks.

(YFD22.281) Fighters could use plasma drones in simulators, but not with enhanced warheads. The limited endurance of the warhead module in retaining the enhancement makes their use by fighters inefficient.

(YFD22.282) Plasma-drones can be used on scatter-packs or drogues in the simulators, but as with fighters the drone warheads could not be enhanced. The Q'Naabians did not know about scatter-packs or drogues and did not employ them in the early years. Players are free to experiment with these technologies in the simulators, but not in historical settings.

(YFD22.29) WEAPONS STATUS: As plasma drones cannot retain their enhanced status, they are simply ready to launch. Unless special scenario rules provide otherwise, any unit could enhance some of its plasma-drones during Energy Allocation before the first turn is played.

(YFD22.3) SPECIAL CASES

Except as provided above, plasma drones operate as standard Type-II drones, including their interactions with terrain, weapons fire, tractor beams, guidance, launching them does not blind special sensors, etc.

(YFP15.0) PLASMA-V TORPEDO

By creating this seeking weapon, the Veltressai developed plasma technology in a direction that none of the other nations anticipated. While very short-ranged (in terms of its endurance), requiring the Veltressai ships to get close to their opponents, the sight of the approaching incandescent ball unnerved more than one captain, forcing him to turn away.

It was the memory of this weapon's morale effect that caused the Concordium to concentrate on its development, leading to the plasma torpedoes that would be so common on the combined fleet.

(YFP15.1) DESIGNATION

(YFP15.11) SSD: Each plasma-V torpedo launcher is abbreviated on the SSD as PL-V. Each plasma-V torpedo launcher is fired and damaged individually.

(YFP15.12) DESTRUCTION: Plasma-V torpedo launchers are destroyed by “torpedo” damage points on the DAC.

(YFP15.121) DAMAGE PRIORITY: Plasma-V torpedo launchers come between implosion-L torpedo launchers and plasma blasters (D4.3222).

(YFP15.13) REPAIR: Plasma-V torpedo launchers require five damage control points to repair. There is no hasty repair option available.

(YFP15.14) TECHNOLOGY RESTRICTIONS: Plasma-V torpedo launchers are Veltressai early years technology weapon systems. No other empire currently in *Star Fleet Battles* can use this weapon outside of the simulators. If some other empire is later authorized to use this weapon, it will be noted in the rules for that empire.

(YFP15.141) A plasma-V torpedo launcher requires one option mount and can be used in the wing option mounts of Orion Pirate ships. Note that this can only be done in the simulators.

(YFP15.142) It costs zero BPV to put plasma-V torpedo launchers in the option mounts of Orion (R8.0), WYN (R12.0), Barbarian (R55.0), or Jumokian (MR6.0) units under Annex #8B. It costs three BPV to place plasma-V torpedo launchers in the rear-firing option mounts of HDWs under Annex #8H.

(YFP15.15) SIZE CLASS RESTRICTIONS: Except as follows, there are no size class restrictions on plasma-V torpedo launchers:

(YFP15.151) Plasma-V torpedo launchers were never used on shuttles or fighters, but if such is done in a simulator, it would be assumed that stasis box technology had been developed for them. (Historically, this technology was not applied to plasma-V torpedo launchers.)

(YFP15.1511) No size-1 fighter or shuttle could have more than one plasma-V torpedo. A size-2 fighter might have two plasma-V torpedoes. A size-3 medium bomber might have three plasma-V torpedoes. A size-4 heavy bomber might have four plasma-V torpedoes.

(YFP15.1512) Re-arming plasma-V torpedoes on a fighter or shuttle would be done in the same manner as reloading a plasma-F torpedo (J4.86), except for the reduced arming cost of the torpedo.

(YFP15.1513) Heavy fighters and medium bombers may launch a maximum of two plasma-V torpedoes during a given turn, on the same or different impulses, at the same or different targets. Heavy bombers may launch a

maximum of three plasma-V torpedoes during a given turn, on the same or different impulses, at the same or different targets. In all cases, a plasma-V torpedo launched in the last eight impulses of a preceding turn counts against the plasma-V torpedo launching rate during the first eight impulses of a given turn. For example, a plasma-V torpedo launched on Impulse #26 of Turn #1 by a medium bomber would prevent it from launching two plasma-V torpedoes on Impulse #1 of Turn #2 (it could launch one), although it could launch two plasma-V torpedoes on Impulse #2 (assuming it had two armed plasma-V torpedoes).

(YFP15.152) Plasma-V torpedoes were never used by gunboats (interceptors or fast patrol ships) as they were obsolete before gunboats were developed. Plasma-V torpedoes carried by such a unit would operate normally. No other size class 5 unit, except for a ground-based defense station, can be equipped with plasma-V torpedo launchers; this includes, but is not limited to, skiffs and modular cutters.

(YE15.153) Plasma-V torpedo launchers on defense satellites or captor mines would operate within the normal rules for such units, e.g., a captor mine is limited to a range of ten hexes unless command-controlled or chain-linked to a sensor mine.

(YFP15.16) CREW QUALITY, LEGENDARY OFFICERS: Plasma-V torpedoes are treated as plasma torpedoes for the purposes of super-intelligent computers (G11.0), crew quality (G21.0), and legendary officers (G22.0).

(YFP15.17) TACTICAL INTELLIGENCE: Plasma-V torpedo launchers are detected as plasma weapons at Tactical Intelligence Level F, i.e., they are not differentiated from other plasma weapons such as other plasma torpedo launchers or plasma cannons. Plasma-V torpedo launchers can be distinguished from other weapon types at Tactical Intelligence Level G. Whether a given plasma-V torpedo launcher is arming, and the amount of energy currently in the individual launchers, can be determined at Tactical Intelligence Level L.

(YFP15.2) ARMING PROCEDURE

(YFP15.21) ENERGY: Plasma-V torpedo launchers are armed by applying a point of energy on the first and second turn of arming, and two points of energy on the third turn of arming. If the energy is not provided in consecutive turns, the previous turn's energy is lost. The plasma-V torpedo must be launched on the third turn of arming. A plasma-V torpedo launcher can launch plasma-V torpedoes at a maximum rate of once every three turns. If a torpedo is armed and no valid target is available, the weapon must be launched. If the secret targeting rule (F3.6) is being used, and the launching player believes he may gain some deception value by moving the torpedo in a straight line in some legal direction, the torpedo can be moved across the board normally. If no deception is possible, the player should announce the launch of the torpedo into space rather than clutter the map with a counter.

Energy discharged (E1.24) from the plasma-V torpedo launcher by failing to provide subsequent turns of arming energy is announced.

(YFP15.22) HOLDING: Plasma-V torpedoes cannot be held but must be launched on the turn they complete arming. Plasma-V torpedoes can employ rolling delay (FP1.221) by paying a single point of energy on the third turn of arming and subsequent turns. The torpedo could then be completed in mid-turn by the application of a point of reserve energy (from any source), but the torpedo must then be launched.

(YFP15.23) RESERVE ENERGY: Reserve energy can be used to complete a plasma-V torpedo that is using rolling delay (FP1.221). Reserve energy can also be used to provide the first turn of arming in mid-turn under (H7.5), or to complete the first turn of a contingent energy allocation under (H7.6).

(YFP15.24) WEAPONS STATUS: At Weapons Status 0 or I a Plasma-V torpedo launcher cannot have any energy. At Weapon Status-II, the plasma-V torpedo launcher has the first turn's arming. At Weapon Status-III, a plasma-V torpedo launcher has completed the first and second turn's arming. The player controlling the unit has the option to have the plasma-V torpedo launchers at a lower Weapons Status unless a special scenario rule directs otherwise.

(YFP15.25) PSEUDO PLASMA: Plasma-V torpedo launchers do not have pseudo torpedoes. Players could experiment with pseudo plasmas in the simulators, but they did not exist in historical settings.

(YFP15.3) LAUNCHING PROCEDURE

(YFP15.31) PROCEDURE: Plasma-V torpedoes are launched in the same step (6B6) and at the same time as all other plasma torpedoes in the Sequence of Play. Plasma-V torpedoes move at a speed of 20, not 32.

(YFP15.311) Plasma-V torpedoes are not self-guiding and do not have any built-in ECCM.

(YFP15.312) Plasma-V torpedoes are a unique weapon. Other plasma torpedo launchers cannot launch plasma-V torpedoes as either overloads or fast loads. Advanced technology plasma torpedo launchers and Eneen plasma-E (MFP1.0) torpedo launchers also cannot launch plasma-V torpedoes by any means. No other plasma torpedo launcher can be hastily repaired as a plasma-V torpedo launcher.

(YFP15.313) A plasma-V torpedo is identified as a plasma-V torpedo when it is launched, and the launching player must announce it. The target of the plasma-V torpedo must be announced when the torpedo is launched if secret targeting (F3.6) is not in use. If secret targeting is in use, the target of the plasma-V can be determined by the procedures in (F1.4).

(YFP15.32) PLASMA-V WARHEAD STRENGTH TABLE:

RANGE	0-4	5-7	8-10	11-12	13-14	15
Type V	16	12	8	4	2	1

(YFP15.321) RANGE: The plasma-V degrades in the same manner as a plasma torpedo in that it loses warhead strength whenever it moves. This means that a plasma-V launched on Impulse #4 would be strength 16 and it would retain strength 16 until Impulse #11. When it moves on Impulse #12 that would be its fifth move and its strength would drop to twelve points. It would retain a warhead of twelve points until it moved its eighth time on Impulse #16, when the warhead would drop to eight points.

(YFP15.33) BOLT: Plasma-V torpedoes cannot be bolted.

(YFP15.34) DROGUES: Historically, plasma-V torpedoes were never used on drogues. Their operational use pre-dated the development of drogues and stasis box technology. Players are free to experiment, in the simulators, with drogues armed with plasma-Vs, but this cannot be done in a historical setting.

(YFP15.35) PLASMA TORPEDO: Except as defined above, plasma-V torpedoes operate in all ways as standard plasma-

F torpedoes. They must have their target in their FA arc when launched, must move directly forward as their first movement after launch, can make one High Energy Turn, are damaged by phasers and impacts with asteroids, cannot be enveloped, blind special sensors when launched, etc.

CLARIFICATIONS AND ERRATA

TIMELINE Y68: Revellus should be Ruvellus.

TIMELINE Y70: The Paravians developed quantum wave torpedoes, tactical warp, and phasers as a single upgrade. No ship had one or two of these systems without having all three.

TIMELINE Y105: Delete reference to Plasma-Y. The original plan for the product was to have this incremental upgrade step, but as we moved through the design it was eliminated as not worth the extra rules and charts.

TIMELINE Y122: Delete the reference to the Gorns upgrading their torpedoes to Plasma-G as they already had these.

(C1.313) ORDER OF PRECEDENCE: Units moving solely by impulse energy are considered to have the same turn mode within their speed category unless otherwise defined as nimble. For example, a ship with a turn mode of F moving solely by impulse energy has the same turn mode as a ship with a turn mode of AA also moving solely by impulse energy unless one or the other is "nimble". This would require the two units to record their movement before executing it under (C1.311). A unit moving Speed One using warp energy is considered to be faster than a unit moving Speed One by impulse energy alone within their respective movement categories, but a nimble ship, even one moving under impulse energy, would still move after a non-nimble ship.

(YB02.0) SEQUENCE OF PLAY: We had intended to include a reduced SOP listing only those things used in the Early Years, but ran out of space to include such an Annex. We then overlooked the reference to it in this rule.

(YD15.87) SHUTTLE GROUND COMBAT VALUES: Sublight and early shuttles are unarmed and have an offensive potential of zero unless noted as having a "ground attack" function on the Master Fighter Chart Annex #4. Early and sublight versions of the GAS have an offensive potential of two. Early and sublight versions of the GBS have an offensive potential of four. Early and sublight versions of the HAS have no change to their offensive potential (four). Romulan G-L fighters have an offensive potential of one and take two "casualty points" to destroy, G-0 fighters have no offensive potential, but still require two casualty points to destroy. The casualty points needed to destroy other early shuttles are as found in (D15.36).

(YE24.31): If the target is not moving by warp energy, including warp tactical maneuvers, the only effects of the heel nipper are to damage a warp engine box (if the target has a warp engine box that was a target of the heel nipper) and block the use of a plotted Warp Tactical Maneuver between the heel nipper's use and the availability of the next warp tac. Heel nippers do not affect reserve energy, so reserve warp energy could be used by the target to execute an HET or a warp tac on the impulse following a heel nipper hit. Heel nipper damage will not block a sublight tactical maneuver, nor will it affect the movement of a unit moving solely by impulse energy (YE24.30), although it will damage a warp engine box on such a unit if the targeted warp engine has such a box. The mechanics of heel nippers are such that if multiple heel nippers strike a target on the same impulse, only one has any effect, the others have no effect as a result of interference. As heel nippers do not block HETs, a unit struck by a heel nipper being forced to turn or not turn normally can use an allocated or reserve HET to overcome this on the subsequent impulse.

(YE24.31-2): This does not modify the unit's practical or effective speeds, nor does it reduce the unit's maneuver rate.

(YE24.32): Heel nippers will not cause any engine damage if the engine they are firing at has already been destroyed. The unit would still be forced to turn (or not turn in the case of a

center warp engine) in the appropriate direction, or lose its next tactical maneuver if it is using warp energy for movement or tacs. Heel nipper damage to a unit's warp engines will still be caused even if the unit is not otherwise using energy from its warp engines for movement, i.e., is moving solely under impulse energy or as a result of a tractor link to another unit. If a unit is moving solely on Impulse energy (not using its warp engines to generate movement), it will be forced to turn in the direction required as a result of the last heel nipper in a given turn to hit it on Impulse #31. If a ship has no warp engines, either because it never had them or because they have been destroyed or dropped, it is unaffected by heel nipper damage, and will not be forced to turn.

(YE24.341): Typo, 'was' should be 'as' [effect #1 (w)as one].

(YE24.342): Typo, 'was' should be 'as' [effect #1 (w)as one].

(YE24.343) Heel nippers fired at units inside an atmosphere only damage their engines under (YE24.31-1). Such units are not forced to turn, nor do they lose their next scheduled impulse of movement through the atmosphere. In short, a shot from a heel nipper cannot cause a unit in atmosphere to crash into a planet (except through destruction of the last power box enabling powered flight), or exit the atmosphere.

(YFD2.0) Type-III drone frames included a special guidance package in their design which was only economically feasible due to the limited numbers of them that were produced. A cheaper version of this guidance package, referred to as ATG, was developed and deployed in Y126.

(YFD18.11) The missiles must be launched facing either in direction 2 or 3 from an RS rack (or 5 or 6 from an LS rack), and once launched the launcher has a tracking arc of 180°. It is possible to launch a missile at a target that is directly ahead (or behind) a Gorn ship. Such a missile must have the target in its FA arc when launched. Its first move must be directly forward [as with any other launched unit (F2.123)], which may result in the target being outside of its tracking arc (the move directly forward on launch is an override), it can then (and indeed must) on subsequent impulses turn to put the target in its FA arc as any other seeking weapon (F2.22).

(YFD20.15) The destruction of a death bolt rack with one or more death bolts loaded on it will initiate a chain reaction using the procedures of (D12.3). An empty death bolt rack or an otherwise empty death bolt rack in the process of having a death bolt loaded on it will not cause a chain reaction, nor will it be destroyed by an exploding armed shuttle except by the random internal damage such a shuttle may generate (D12.11).

(YFD20.2) A ship armed with death bolts may have one death bolt prepared for launch at Weapons Status-II, and two death bolts prepared for launch at Weapons Status-III. Each death bolt prepared for launch when a scenario begins counts against the maximum number of special shuttles the ship may have prepared.

(YFD20.30): A successful lab attempt reveals targeting information, and this includes whether a death bolt is on a leading, following, or normal setting.

(YFD20.31): Incorrectly numbered as (YC1.31).

(YFD20.32): Incorrectly numbered as (YC1.32).

(YFD20.40): Some have complained that the ability of death bolts to be set to lead, follow, or operate as a normal drone against their targets makes them more accurate than drones, not less as the description provides. What they are failing to notice is that the warhead of a death bolt is DIRECTIONAL, and a given death bolt actually explodes further from its target surrendering some damage in order to do damage. If the Carnivons are brought up to General War standards, death bolts will have an increased warhead effect due to improved accuracy, somewhat compensating for the lack of an overload feature on their DCs.

(YFP8.0) Units that can only use bolts do not have PPTs; the PPTs are received with the ability to launch seeking plasma.

(YFQ1.14) Quantum wave torpedoes can be launched facing anywhere in the 120° arc of the weapon, i.e., a launcher with an FA arc can place the launched weapon facing either directly ahead (#1 shield) or facing the #2 or #6 shields of the launching unit.

(YG5.11) Survey ships in the early years had probe launchers with double-sized magazines, i.e., the probe launchers on ships designated as survey ships will have six probes.

(YG12.0) If the boom section of a Klingon ship which includes armor (C3, D3, F3) separates, any armor remains with the rear hull.

(YG12.11) A C3 boom also requires 10 boxes and has the same firing arc changes as the C9. The boom section of a C3 can raise shields of eight boxes in all directions under (G12.331). The boom section of a C4 can raise shields of twelve boxes in all directions under (G12.331). If the center warp engine is dropped, a C4 or C3 boom uses (G12.332).

(YG12.12) Add to the list of Klingon booms variants of those ships, including the D4J and D3J. The shields of D4J and D3J booms are the same as for non-penal booms, i.e., 5 boxes.

(YG12.13) An F4J or F3J boom requires three boxes. The shields of F4J and F3J booms are the same as for non-penal booms, i.e., 5 boxes.

(YG12.14) A B4 requires 16 operable boxes to separate its boom. A warp-powered B4 boom will have shields of strength 16 in all directions under (G12.331).

(YG12.21) The shields of a warp powered Federation YDN saucer will be twelve boxes in all directions.

(YG12.22) Add the YCC saucer to this rule.

(YG13.35): Typo, should read: “Seeking weapons are not affected by (YG13.37).”

(YJ0.0) Early shuttles appeared in Y70; prior to that date all empires used sublight shuttles (R4.F).

(YJ2.221) Seeking control systems used by early suicide shuttles were not as robust as those on later shuttles. Suicide shuttles based on early years shuttles (Admin-Y, RSh-Y, etc.) roll a single die for each point of damage applied against them. If any of these die rolls is a “6”, the shuttle goes inert. Note that sublight shuttles cannot be used as suicide shuttles (R4.F0).

(YR0.0) There is no adjustment to the BPV of a non-Romulan ship for changing Admin-Y shuttles to Admin-P shuttles.

(YR0.0) All BPVs in Module Y1 have been reviewed and adjusted in *Module Y2*. See the Master Ship Chart/Annex #3 in *Module Y2*.

(YR1.0) NOTE: With regards freighters. During the early years period, many freighters were (as the note says) not armed at all. Beyond that, some freighter types were available. An actual design for, and a service date, for an early phaser-armed military freighter will appear. That freighter will not have warp engines any better than those on the standard large freighter, and will only have three phaser-2s rather than five. It will also appear after the Federation YCA goes into service. The note here was provided to let players know there would be such things, but there were no “Y” rule numbers provided despite the space for them. Note that the only scenario published with early freighters specifically noted that they were unarmed.

(YR1.1) YDK: The reference to “starbases” being able to use two augmentation modules should have been to “space docks”. The Romulan SDK “Base Station Technology Upgrade Table” should say “Dock Technology Upgrade Table” and should list “SDK”, “WDK”, “YDK” and “EDK” instead of the Early Base Station entries. The Romulans did not have transporters in the early years. All transporters on their early space docks are treated as “cargo”. As bases, all YDKs can use (R1.1G) as it applies. They will not, for

example have MRS shuttles (R1.1G2) or PF flotillas (R1.1G4). They will have shuttle decks (as noted in the rule), and can use the base firing arcs (R1.1G7). A YDK can adjust its rotation rate as a battle station under (R1.1G6). Prior to Y105 Gorn Early Docks can only bolt plasma torpedoes (not launch them in seeking mode) to a maximum true range of five hexes (YFP8.0) and do not have PPTs.

(YR1.1Y1) YBS: Both the D and E sections of the base station are listed as applying to the left side module; Section E should be the right side module.

(YR1.3) YBS: The Romulans did not have transporters, in the early years. All transporters on their early base stations are treated as “cargo”. As bases, all YBSs can use (R1.1G) as it applies. They will not, for example have MRS shuttles (R1.1G2) or PF flotillas (R1.1G4). They will have shuttle decks (as noted in the rule), and can use the base firing arcs (R1.1G7). A YBS can adjust its rotation rate as a base station under (R1.1G6). Prior to Y105 Gorn Early Base Stations can only bolt plasma torpedoes (not launch them in seeking mode) to a maximum true range of five hexes (YFP8.0) and do not have PPTs.

(YR2.0): The descriptions of the various Federation ships do not list type of tractors or transporters as was done for the other empires. This information duplicates that in the rules for those systems in the product, and there was not enough space to put it in the Federation ship descriptions.

(YR2.12) YVD: This ship should have two four-box warp engines, not two six-box warp engines. The larger engines represent a later upgrade (VDI) with a BPV of 44 which became available from Y80. This ship was kept in service for decades as there was a shortage of combat effective scouts.

(YR3.6) C4: Boom Impulse engine is the standard emergency impulse engine of all Klingon booms able to separate from the rear hull and operates under the rules for such an engine.

(YR4.0) The ship descriptions list the masking device as being available in Y88, but the MSC lists the ships as being in service in Y89. This is NOT a conflict, as it has been noted many times that the year in service dates on the MSC represent the ships being in “squadron service” and that “prototypes” may be in service earlier.

(YR5.3) WDD: This ship should have two four-box warp engines, not two six-box warp engines. The larger engines represent a later upgrade (WDI) with a BPV of 45, which became available in Y79. The WDI was kept in service due to a shortage of other warships.

(YR6.F0) Gorn early ships do not adjust their BPV for the addition of GAS shuttles.

(YR6.R1) Y105 REFIT: Prior to Y105 Gorn ships equipped with plasma torpedoes could only fire them as bolts to a maximum true range of five hexes and had no PPTs (YFP8.0). In Y105 they were refitted to bolt their plasma torpedoes to the maximum allowed range for the torpedo type (20 hexes for plasma-Gs, 15 hexes for plasma-Fs), or to launch them in seeking mode. As part of this refit they were fitted with pseudo plasma torpedoes. This refit is on the SSDs in *Module Y2*. See the Master Ship chart in *Module Y2* for the BPVs of Gorn ships in *Module Y1*. The ships with the refit are marked with an + after their name on the Master Ship Chart, e.g., YDN+. This is known as the Y105 refit.

(YR19.2) YDN: Confirming the disruptor cannons on this ship are limited to Range 22.

(SH214.2) The Kzinti fleet listed a YCL which was not published in *Module Y1*. The Kzinti YCL is in *Module Y2*.

(SM18.0): “... hunted these creates ...”, ‘creates’ should be ‘creatures’.

Continued on Page #28 . . .

(YR1.0) GENERAL UNITS

EARLY YEARS BASES

(YR1.1-6) GORN EARLY SPACE DOCKS: While nearly every empire in the early years had space docks, there were some differences. The Gorn Confederation is a case in point. The development of weapon systems within the Gorn Confederation did not keep pace with the rapidity with which they were able to upgrade their ships and bases with the new technology. The result was that the Confederation's early space docks actually went through a process of upgrades between Y65 and Y105 before reaching their final design.

(YR1.1-6A) SDK: This is the original configuration of the Gorn Confederation early space dock. It was armed with two atomic missile launchers (360° launching arcs) and one warp-targeted laser in place of each phaser-2 and phaser-3. These were all upgraded in Y68 to either the SDL or SDI standard.

Tractors: Type-W (Range 1, can only be used for docking friendly units).

Transporters: Range 1.

(YR1.1-6B) SDL: Some Gorn early space docks were upgraded to this configuration due to a shortage of phaser emitters in the logistics system, exacerbated by the early emitters burning out faster than was thought. While all early space docks were to have been upgraded to the SDI standard, some were only given this interim upgrade initially. The upgrade replaces the two atomic missile launchers with two plasma-G bolt launchers (YFP8.0) and strengthened the shields. All early space docks given this interim upgrade were given the full SDI upgrade by Y76.

Tractors: Type-W (Range 1, can only be used for docking friendly units).

Transporters: Range 1.

(YR1.1-6C) SDI: This upgrade is identical to the SDL upgrade except that warp-targeted lasers are replaced by phaser-2s and phaser-3s as shown on the SSD. Some early space docks were fully upgraded to this standard in Y68. All early space docks were upgraded to this standard by Y76.

Tractors: Type-W (Range 1, can only be used for docking friendly units).

Transporters: Range 1.

(YR1.1-6D) EDK: This upgrade was applied to all early space docks in Y90. It replaced all phaser-2s with phaser-1s and again upgraded the shields. The plasma-G torpedoes could still only be fired in bolt mode (YFP8.0).

Tractors: Type-Y (Range 1, 360°, any legal target).

Transporters: Range 2; extended to Range 3 at no cost in Y100.

(YR1.1-6E) YDK: This was the final major upgrade of the Gorn Confederation early space dock. The shields were strengthened again and the plasma launchers could fire plasma bolts or launch plasma torpedoes in seeking mode.

Tractors: Type-Y (Range 1, 360°, any legal target).

Transporters: Range 3.

It is currently believed that all early space docks were replaced with other facilities by Y119, but for any docks that remained in service after Y119:

Tractors: Type-M (Range 2) 360° at no cost in Y120.

Transporters: Range 4 at no cost in Y120.

An SSD is provided for the Gorn Confederation early space dock in *Module Y2* and includes a table for the changes to allow it to be modified into the SDK, SDL, and SDI standards. It also lists what has to be done to use the SSD for the YDK in *Module Y1* for the EDK. Use the Gorn YDK counter in *Module Y1*.

Gorn space dock technology upgrades by Andy Palmer.

(YR1.1-18) PARAVIAN NEST DEFENSE PLATFORM: While nearly every empire in the early years had space docks (the Paravians called them "defense platforms"), there were some differences. The Paravians are a case in point. The development of weapon systems within Paravian space did not keep pace with the rapidity with which they were able to upgrade their ships and bases with the new technology. The result was that the Paravian's early nest defense platforms actually went through a process of upgrades between Y65 and Y85 before reaching their final design.

(YR1.1-18A) S-NST: This is the original configuration of the Paravian nest defense platform. It was armed with two quantum cannons (360° firing arcs) and one warp-targeted laser in place of each phaser-2 and phaser-3 on the NST SSD. All were upgraded to the W-NST standard in Y70.

Tractors: Type-W (Range 1, can only be used for docking friendly units).

Transporters: Range 1.

(YR1.1-18B) W-NST: All Paravian nest defense platforms were upgraded to this configuration in Y70. The upgrade strengthened the shields, replaced the warp-targeted lasers with phaser-2s and phaser-3s, and replaced the quantum cannons with quantum wave torpedoes (360° launching arcs).

Tractors: Type-W (Range 1, can only be used for docking friendly units).

Transporters: Range 1.

(YR1.1-18C) Y-NST: This upgrade was applied to all nest defense platforms in Y85, just before the final assault by the Gorn Confederation destroyed them. It replaced all phaser-2s with phaser-1s and again upgraded the shields. This is the SSD that was in *Module Y1*.

Tractors: Type-Y (Range 1, 360°, any legal target).

Transporters: Range 2; never extended further as all bases of this type operated by this empire were destroyed.

An SSD is provided for the Paravian Marauders S-NST and W-NST in *Module Y2* on the back of page #58 of the rulebook and includes a table for the changes to allow it to be modified into either version. For the Y-NST use the NST SSD in *Module Y1*. Use the Paravian NST counter in *Module Y1*.

Paravian Nest Defense Platform technology upgrades by Andy Palmer.

(YR1.3-6) GORN EARLY BASE STATION: While nearly every empire in the early years had early base stations, there were some differences. The Gorn Confederation is a case in point. The development of weapon systems within the Gorn Confederation did not keep pace with the rapidity with which they were able to upgrade their ships and bases with the new technology. The result was that the Confederation's early base station actually went through a process of upgrades between Y65 and Y105 before reaching its final design.

(YR1.3-6A) SBS: The original configuration of the Gorn Confederation early base station. It was armed with two atomic missile launchers (360° launching arcs) and one warp-targeted laser in place of each phaser-2 and phaser-3. These were all upgraded in Y68 to either the BSL or BSI standard.

Tractors: Type-W (Range 1, can only be used for docking friendly units).

Transporters: Range 1.

(YR1.3-6B) BSL: Some Gorn early base stations were upgraded to this configuration due to a shortage of phaser emitters in the logistics system exacerbated by the emitters burning out faster than was thought. While all early base stations were to have been upgraded to the BSI standard, some were only given this interim upgrade initially. The upgrade replaces the two atomic missile launchers with one plasma-G bolt launcher (YFP8.0) (the shaded box is ignored) and strengthened the shields. All early base stations given this interim upgrade were given the full BSI upgrade by Y76.

Tractors: Type-W (Range 1, can only be used for docking friendly units).

Transporters: Range 1.

(YR1.3-6C) BSI: This upgrade is identical to the BSL upgrade except that warp-targeted lasers are replaced by phaser-2s and phaser-3s as shown on the SSD. Some early base stations were fully upgraded to this standard in Y68. All early base stations were upgraded to this standard by Y76.

Tractors: Type-W (Range 1, can only be used for docking friendly units).

Transporters: Range 1.

(YR1.3-6D) EBS: This upgrade was applied to all early base stations in Y90. It replaced all phaser-2s with phaser-1s and again upgraded the shields. The plasma-G torpedoes could still only be fired in bolt mode (YFP8.0).

Tractors: Type-Y (Range 1, 360°, any legal target).

Transporters: Range 2, extended to Range 3 at no cost in Y100.

(YR1.3-6E) YBS: This was the final major upgrade of the Gorn Confederation early base station. The shields were strengthened again and the plasma launchers could fire plasma bolts or launch plasma torpedoes in seeking mode.

Tractors: Type-Y (Range 1, 360°, any legal target).

Transporters: Range 3.

It is currently believed that all early base stations were replaced with other facilities by Y119, but for any early base stations that remained in service after Y119:

Tractors: Type-M (Range 2) 360° at no cost in Y120.

Transporters: Range 4 at no cost in Y120.

An SSD is provided for the Gorn Confederation early base station in *Module Y2* and includes a table for the changes to allow it to be modified into the SBS, BSL, and BSI standards. It also lists what has to be done to use the SSD for the YBS in *Module Y1* for the EBS. Use the Gorn YBS counter in *Module Y1*.

Gorn early base station technology upgrades by Andy Palmer.

(YR1.3-18) PARAVIAN AERIE REMOTE OUTPOST (AER): Similar upgrades to those for the Gorn Confederation in (YR1.3-6) above and for the Romulan Early Base Station in *Module Y1* were done for the Paravian Aerie Remote

Outpost. The SSD and rules for this base will be in *Captain's Log #38* for player convenience and will be reprinted in *Module Y3*.

(YR1.3-13) INTER-STELLAR CONCORDIUM EARLY BASE STATION (YBS): Operationally identical to the early base stations (YR1.3) of other empires.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2, extended to range 3 at no cost in Y100, and extended to Range 4 at no cost in Y120.

SSD and counter are in *Module Y2*.

(YR1.3A) EARLY YEARS CIVILIAN BASE STATION (YCBS): The early years civilian base was designed to operate as a way station and cargo transfer point (as the later civilian base station was). It provided storage for cargo that needed to be transferred from one hauler to another, and facilities to repair or overhaul freighters that sustained damage in their travels. The weapons array did not have the powerful phaser-1s found on military bases in the early years, but was considered adequate to defend the station. Unlike military bases, the civilian base did not include the expensive and difficult to maintain special sensors. Like the military bases, the civilian base was difficult and expensive to construct, so there were not many of them in operation. They were generally only constructed at the crossroads of the freighter routes.

Bases of this type were constructed by larger corporations or civilian government agencies in virtually every empire for various reasons in addition to cargo movement. These included (but were not limited to) secure sites for scientific study without risk of contaminating an ecosystem by accident. Unlike the military bases that were frequently upgraded and eventually became more modern base stations (and even battle stations), many civilian bases continued operating nearly unchanged. Bases of this type could be found in the core regions of virtually any empire as late as the General War (and in regions not directly affected by the General War once it had concluded).

This is a civilian base and cannot purchase or use T-bombs, but as with any base, it might be protected by a minefield.

The SSD allows for various upgrades and special cases for some empires.

The Federation, Romulan Star Empire, Kzinti Hegemony, Gorn Confederation, and Inter-Stellar Concordium all eventually refitted their civilian base stations with phaser-1s replacing the phaser-2s (the SSD includes a phaser-1 table for this purpose). These empires, except the Romulans, can install the refit on any base after Y130, but it was never universal and some bases never received it. Romulan early civilian base stations cannot receive this refit prior to Y173.

Bases of this type operated by the Klingon Empire include two security stations; these are located in the same positions as found on the military base station, i.e., they replace the single box center hull boxes, one located next to the probe launcher and one next to the emergency bridge.

Tractors: Type-W (Range 1, 360°, can only be used for docking friendly units); refitted to Type-Y (360°, Range 1, any legal target) at no cost in Y80; refitted to Type-M (Range 2) at no cost in Y120; refitted to Type-N at no cost in Y145.

Transporters: Range 1; extended to Range 2 at no cost in Y81; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120; extended to Range 5 at no cost in Y140.

A combined (for the different empires that used this base) SSD is in *Module Y2*; use the Early Civilian Base Station (marked YBS in Generic colors) counter in *Module Y2*.

(YR1.3A-4) ROMULAN EARLY CIVILIAN BASE STATIONS (YBS): Bases of this type operated by the great houses of Romulan Star Empire (and those operated by the Romulan government) did not have phasers prior to the Treaty of Smarba. Replace all phasers (both phaser-2s and phaser-3s) with warp-targeted lasers with the same firing arcs. Prior to Y161 treat “transporter” boxes as “cargo” boxes. The shields of Romulan early civilian base stations were upgraded at the same levels as those on their military early base stations but two years after the military bases received them. The shield upgrades were not universal, and a civilian base station might not have any of the shield upgrades or not have received the most recent ones. Prior to Y161 use the BPV, shield strength and other data provided in the Romulan Civilian Base Station Technology Upgrade Table (found on the SSD) when using this base. Beginning in Y161 all Romulan civilian base stations were upgraded to the standard configuration (phaser-2s and phaser-3s, standard shields). Some received the phaser-1 refit in Y173 or later. No early civilian base station was ever equipped with a veiling device, masking device, or cloaking device.

(YR1.3A-4A) SCBS: The original Romulan civilian base station.

Tractors: Type-S (Range 0, 360°, can only dock friendly units).

Transporters: No transporters (replace with cargo boxes).

(YR1.3A-4B) WCBS: The civilian base was upgraded with stronger shields and type-W tractor beam in Y91.

Tractors: Type-W (Range 1, 360°, can only be used for docking friendly units).

Transporters: none.

(YR1.3A-4C) CBSY: The civilian base was again upgraded with stronger shields in Y121.

Tractors: Type-W (Range 1, 360°, can only be used for docking friendly units).

Transporters: none.

(YR1.3A-4D) ECBS: The civilian base was again upgraded with stronger shields in Y142.

Tractors: Type-W (Range 1, 360°, can only be used for docking friendly units).

Transporters: none.

(YR1.3A-4E) YCBS: The civilian base was upgraded to same standard as early civilian base stations of other empires in Y161. Phasers and transporters installed. Phaser-1 refit available in Y173.

Tractors: Type-N (Range 3, 360°, operates under normal rules).

Transporters: Range 5.

(YR1.3A-6) GORN EARLY CIVILIAN BASE STATIONS (YBS):

Bases of this type operated by agencies within the Gorn Confederation in the early years were given upgrades similar to those given to military early base stations at the same time. Tractor and transporter upgrades not listed on the Gorn Civilian Base Station Technology Upgrade Table (found on the SSD) were received at the same time as other Gorn units.

(YR1.3A-6A) SCBS: The original Gorn early civilian base station. It has warp-targeted lasers instead of phasers.

Tractors: Type-W (Range 1, 360°, can only be used for docking friendly units).

Transporters: Range 1.

(YR1.3A-6B) CBSI: Various early civilian base stations were upgraded with phasers replacing the lasers beginning in Y70, as supplies of phaser components became more abundant. All were upgraded to this standard by Y75.

Tractors: Type-W (Range 1, 360°, can only be used for docking friendly units).

Transporters: Range 1.

(YR1.3A-6C) ECBS: The bases were upgraded to this standard with improved shielding and other elements beginning in Y90.

Tractors: Type-Y (Range 1, 360°, any legal target), refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2, extended to Range 3 at no cost in Y100, extended to Range 4 at no cost in Y120.

EARLY YEARS FREIGHTERS

(YR1.N1) EARLY FREIGHTERS: In the early years, the threat of attack by pirates or marauding warships was much less. Freighters were lost due to encounters with “the unknown” (monsters, terrain irregularities, other reasons), but losses to mere banditry were much less common. Consequently, there was no effort to arm freighters initially. Over time, the threat of attack from illicit sources would increase and minimal armaments would be provided. The common freighters seen after Y119 would in fact get their starts as the original “armed freighters” of their day. Prior to that point, some empires employed Q-ships based on these freighter designs, and these will appear in a future product.

One of the principle aspects of these early freighters was that they set the tone for commerce. The standard-sized cargo pod (R1.34) (this entry changes the date in *Module G2*, i.e., the civilian cargo pod was in service as early as Y65) was so efficient that it was eventually adopted by nearly every other empire in place of their own cargo pods. This efficiency was not in internal trade (where the cargo ships of a given empire were active) but as a result of trade between empires, which occurred between even the most inimical empires during times of peace. Freighters used initially for cross border trade soon became dominant within each empire, as it was better to drop off a pod of goods and pick up a pod of the other empire’s goods than to spend time unloading and reloading the freighter while it otherwise stood idle. When these changes occurred is not documented sufficiently to determine when each empire began using the standard freighter types. The cargo pod used by the early freighters was so successful that it was never changed and continued in use through the end of recorded history.

The freighters of the early years that remained in service in Y140 could be fitted with skids in the same manner as the large and small freighter (R1.68), but their designs (whether the large freighter or the small freighter) could not accommodate ducktails (R1.69). While these freighter types dominated, early versions of the Free Trader, and other types of cargo-haulers, were also in service during this period, and SSDs for them may appear in future products.

(YR1.4) EARLY YEARS LARGE FREIGHTER (UFL): Larger and faster than the small freighter, but more expensive and harder to maintain, large freighters were not as common as small freighters. The exposed nature of the design's warp engines (center warp is difficult to damage on the DAC until the cargo boxes have been destroyed) made it more vulnerable to damage compared to the early small freighter. The larger volume of cargo made large freighters more attractive targets for Orion raiders and marauding enemy warships. Some empires did operate a few Q-ships of this design during the early years. It is not known when the last freighter of this type went out of service, but most major shipping lines within the Federation had upgraded to the newer armed version by Y155.

SSD and counters are in *Module Y2*. The SSD sheet includes three ships to make running a convoy easier.

(YR1.5) EARLY YEARS SMALL FREIGHTER (UFS): This was the most common freighter in service during the early years period. The large single warp drive was extremely vulnerable to damage when the ship traveled in "ballast" mode, but was well protected by the cargo pod under normal conditions. The early small freighter was not very fast, but for its time it was the most efficient hauler of bulk cargo available. Ships of this type were generally not armed; the expense of maintaining the new "phaser" systems developed for the military was deemed too great. Subsequent losses to "pirates" and marauding warships penetrating beyond the border areas would change this attitude. Some empires did operate a few Q-ships on this hull. Freighters of this type were gradually replaced by faster, and armed, freighters beginning in the Y120s, but some were still in operation (by owner captains in isolated sectors) as late as Y190.

SSD and counters are in *Module Y2*. The SSD sheet includes three ships to make running a convoy easier.

EARLY YEARS CIVILIAN GROUND BASES

(YR1.6) EARLY CIVILIAN GROUND BASES: Small ground bases appeared on colony planets as fast as their resources could be developed for exploitation. In the early years, few of these bases had real defenses beyond local security forces (represented by boarding parties) and shields, as there was little real piracy that did not involve the ship sending down shuttles to attack the colony with its own ground troops. In this period, most piracy was done by rogue freighters which seldom had sufficient manpower to quickly overwhelm an organized defense or the transporters found on most military ships. This situation would change radically as the Orion Cartel system developed, but the early years were a quieter and gentler time in behind the border regions. The result is that most civilian bases are little more than targets that can either be attacked, or defended from attack.

The bases presented here were often upgraded to the standard seen in other products, but in the backwaters of a given empire, or on a planet with other developed defenses, bases of these types could still be found as late as Y198, some right alongside more modern versions.

Early civilian ground bases use all of the rules found in (R1.14) and (R1.28) except that they only generate one point of ECM and one point of ECCM under (R1.14C3). They otherwise act as early years units, i.e., they are limited to a maximum of four points of ECM or ECCM combined (YD6.31). Note that power grids (R1.28P) are unchanged in the early years. Bases of these types which remained in use after Y120 usually got improved shuttles but were not otherwise improved unless they were brought fully up to the standard of the more modern base, i.e., GSA replaces YGSA.

All empires used bases of these types.

(YR1.6A) EARLY AGRO STATION (YGSA): Functionally no different from the later version, this base's function is often misunderstood. Any planet that sustains a population, even a minor colony, has some agriculture (or some means of having such products brought to it). Bases of this sort are found where the planet has an agricultural product that is worth stealing, such as plants that can be processed into medicines or that have some particular value to artists (who may desire the wood of a particular planet for carving, for example). Even very rare (purchasable only by the elite) foodstuffs could be found in such bases. They do not generally hold common wheat or corn or other more mundane vegetable matter. Their purpose is to safeguard the product until it can be shipped off planet and thereby secure the financial success of a colony that depends on such export credits to expand. Note that bases of this type might actually grow the foodstuffs for a colony (and therefore be among bases found in an asteroid field or on a planet that otherwise has no atmosphere).

SSD is on Small Ground Bases Sheet #1 in *Module Y2*; use any small ground base counter.

(YR1.6B) EARLY SMALL MINING STATION (YGMS): The purpose of this base is unchanged. It will generally be located near a source of ores that can be collected and brought to it for processing into ingots of pure metal. These will be stored in its cargo bays until such time as they can be transferred to a ship bound for the empire's factories. Like the early agro station above, in the early years the threat was seen as rogue freighters. True pirate craft would appear later and force the stations to increase their shielding and arm themselves.

This unit is treated as a medium ground base (P2.76).

SSD is on Small Ground Bases Sheet #1 in *Module Y2*; use any small ground base counter.

(YR1.6C) EARLY SMALL SCIENTIFIC OUTPOST STATION (YGSO): This was the first civilian base to be armed (although not all of them were purely civilian, as governments would deploy these for various reasons). The phaser was provided as the isolation of such bases dictated some means of active defense if it were to be menaced by a freighter. Bases of this type would sometimes be deposited on a planet to conduct studies to determine if colonization is possible. There were other reasons, like remote research to limit the danger of contamination to a habitable planet. Agro stations and mining stations were more likely to be on planets that had other defenses, or at least other militia forces that could be called upon to defend them.

YGSOs operated by the Romulans replace the phaser-3 with a warp-targeted laser through Y163. Between Y163 and Y168, either type (laser or phaser) might be encountered; after Y168, any bases of this type will have the phaser-3.

YGSOs operated by the Gorns had warp-targeted lasers until Y72, and might be of either type between Y72 and Y78. After Y78, they will always have a phaser-3.

SSD is on Small Ground Bases Sheet #1 in *Module Y2*; use any small ground base counter.

(YR1.6D) EARLY CIVILIAN PLANETARY OPERATIONS

BASE (YCPOB): A base of this type is only found on a relatively prosperous colony that has expanded to moons, asteroids, or other planets within its system. It is functionally identical to its later counterpart (R1.72) in *Module R8*. The base's function is not combat, but the smooth operation of commerce within the system. To this end, the base is staffed with civil administrators, law enforcement and customs personnel, and maintenance personnel from the colony's government. It is not part of any fleet, except when martial law is declared. Thus the base has virtually no combat systems (no phaser defenses and weak shields compared to similarly-sized bases). Cargo handling (both outgoing and incoming) is the major factor in the base's design. It operates under the rules for small ground bases (R1.14) unless otherwise noted.

The skiff pads are merely cleared landing areas with minimal support facilities needed for skiffs (YR1.9). They provide no capability to operate PFs (which did not exist in this period). The skiff pads are targets for damage (and thus presented on the SSD) because they do include various connections to refuel and repair skiffs. Generally, a base of this nature will have one or two early security skiffs and two or three early cargo skiffs (YR1.9). (A Romulan YCPOB would operate sublight skiffs.) The remaining pads are simply there to accommodate traffic, i.e., skiffs from the colony's outlying development projects. No skiffs are included in the base's BPV.

Like the skiff pads, the shuttle arrangement is not intended to have a shuttle parked in every spot, and the base's BPV assumes only the shuttles listed in this rule are present. A base of this type will normally have an admin shuttle (YJ2.0), a ground attack shuttle (YR1.F4), four heavy transport shuttles (YR1.F5), a recovery shuttle (YR1.F13), a heavy recovery shuttle (YR1.F14), a salvage shuttle (YR1.F2), and a rescue shuttle (R1.F3). (A Romulan YCPOB would use sublight versions, no change in BPV.) The remaining eight spaces are there to accommodate shuttles from visiting ships, personnel from the various system development projects, or wealthy merchants. Of course, they could also be used to accommodate one or two heavy (YR1.F7) or very heavy (YR1.F8) freight shuttles [or yachts (YR1.F9) or (YR1.F12)]. Any additional shuttles a player wishes to have present at the base (taking up the empty landing spots) must be purchased as part of the overall force.

The shuttle positions provide no special capability to rearm fighters, e.g., Romulan G-0s, and their ability to even service them is limited as the base has only the two deck crews provided by (J4.814) (i.e., it is not a carrier). As with fighter ground bases (R1.28A) the "bay" is outdoors and there is no restriction on the number of shuttles and skiffs that can launch or land during any given impulse.

Also associated with such a base, but not shown on the SSD, are landing pads for small (size class 4) ships capable of landing to load and offload cargo (these will appear in a future product). There are normally two such pads, but sometimes three. Any such ships would land outside the shields of the base (and would be separate targets for all purposes), and refueling, repair (using mobile gantries also not shown on the SSD), and cargo transfer would be done by trucks. Note that in this instance the trucks are purely civilian types and have no combat effect, not even to absorb casualties in a ground combat location (D15.0). In a future ground combat module they might be available to help transport troops (or civilians).

The base does include a larger than normal number of spare shuttles in storage and these include (for campaign purposes): one each: admin, ground assault, heavy transport, recovery, salvage, and rescue shuttles.

This unit is treated as a medium ground base (P2.76).

SSD is on Small Ground Bases Sheet #1 in *Module Y2*; use any small ground base counter.

(YR1.6E) EARLY CIVILIAN SMALL OPERATIONS BASE

(YCSOB): A smaller version of the YCPOB, a base of this type is only found on a relatively prosperous colony that has begun to expand to moons, asteroids, or other planets within its system. This base is functionally identical to its later counterpart (R1.73) in *Module R8* and operates in the same manner. It was found on fairly developed colony planets that had not reached the same degree of development as those operating the YCPOB (YR1.6D). The basic background of the YCSOB is identical to that of the YCPOB, so only differences will be noted here.

Generally a base of this nature will include one or two early security skiffs (sometimes none) and one or two early cargo skiffs (R1.9) (sometimes none). (A Romulan YCSOB would operate sublight skiffs.) The remaining pads are simply there to accommodate traffic, i.e., cargo skiffs from the colony's outlying development projects. No skiffs are included in the base's BPV.

Like the skiff pads, the shuttle arrangement is not intended to have a shuttle parked in every spot, and the base's BPV assumes only the shuttles listed in this rule are present. A base of this type will normally have an admin shuttle (YJ2.0), two heavy transport shuttles (YR1.F5), a recovery shuttle (YR1.F14), and a rescue shuttle (YR1.F3).

Such a base will normally have one, sometimes two, landing pads (not shown on the SSD) for small (size class 4) ships capable of landing to load and offload cargo and these operate just as those in (YR1.6D) do.

The base has two spare shuttles, one of which is an admin shuttle, the other can be any other type of single space shuttle, including, for example, a salvage shuttle. For campaign purposes, the base might move one of its existing shuttles into storage in order to activate a stored shuttle for some special purpose (like salvage).

SSD is on Small Ground Bases Sheet #1 in *Module Y2*; use any small ground base counter.

EARLY YEARS Q-SHIPS

(YR1.7) EARLY Q-SHIPS: No entries since *Module Y1*.

EARLY YEARS PLANETARY DEFENSE STATIONS

(YR1.8) EARLY PLANETARY DEFENSE GROUND BASES: Bases of this type were most often found in the core regions of an empire (protecting the vital home planets) or the border regions (most likely to be attacked by raiders from a neighboring empire). As the threat of piracy increased during the early years, bases of these types became more common in the interior regions (those between the borders and the vital cores of an empire).

Early planetary defense ground bases use all of the rules found in (R1.14) and (R1.28) except that they only generate one point of ECM and one point of ECCM under (R1.14C3). They otherwise act as early years units, i.e., they are limited to a maximum of four points of ECM or ECCM combined (YD6.31). Note that power grids (R1.28P) are unchanged in the early years.

Bases of these types that remained in use after Y120 got improved shuttles and often had their fire control systems upgraded (able to generate six points of ECM and/or ECCM combined with two points of built-in ECM and ECCM). These bases were not otherwise improved, but would be replaced by more modern bases, i.e., GWS replaces YGWS.

The Romulan versions of these bases replace any phasers with warp-targeted lasers. Between Y163 and Y170, any bases encountered might still have the warp-targeted lasers or phasers; from Y171 on all bases will have phasers. Shuttles will be sublight versions until Y163, after which either type of shuttle (sublight or modern) might be encountered at any such bases (perhaps on a backwater world or belonging to a Romulan house with less influence) encountered until Y174. After Y174, shuttles will be appropriate to the year.

The Gorn versions of these bases will have warp-targeted lasers instead of phasers until Y70, might have phasers or warp-targeted lasers between Y70 and Y75, and will have phasers from Y76.

Reduce the combat (but not economic) BPV of a base by three points if it is equipped with warp-targeted lasers rather than phasers.

(YR1.8A) EARLY SMALL WARNING STATION (YGWS): This base was less effective than the later version, but in its time it was a significant asset to any planet or asteroid mining operation. Bases of this type were sometimes co-located with small ground scientific outposts engaged in a study of a given region of space rather than a planet or some other study.

All empires used bases of this type.

SSD is on Small Ground Bases Sheet #2 in *Module Y2*; use any small ground base counter.

(YR1.8B) EARLY SMALL MILITARY GARRISON (YGMG): The centerpiece of any organized planetary defense, this base is operationally identical to the later GMG (R1.28G). There was never a Hydran version with a phaser-G, as all bases of this type not in the Lost Colonies were destroyed when the Kingdom was overrun. Those in the Lost Colonies region were either fully upgraded to the (R1.28G) standard or not upgraded at all.

Transporters, all bases except Romulan and Gorn: Range 1; extended to Range 2 at no cost in Y81; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120; extended to Range 5 at no cost in Y145.

Romulan: Replace transporters with cargo until Y161; after Y161 transporters operate normally (Range 5).

Gorn: Range 1; extended to Range 2 at no cost in Y90; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120; extended to Range 5 at no cost in Y145.

All empires used bases of this type.

Data: The 12 boarding parties include 2 heavy-weapons squads; 4 GCV; 3 GAS-Y.

This unit is treated as a medium ground base (P2.76).

SSD is on Small Ground Bases Sheet #2 in *Module Y2*; use any small ground base counter.

(YR1.8C) EARLY GROUND MISSILE BASES (YGMB): Bases of this type form a unique sub-category. Some were used only by a single empire (if for a limited period of time) and some were used by several empires. A single SSD is provided with data enabling it to be used for the various types.

SSD is on Small Ground Bases Sheet #2 in *Module Y2*; use any small ground base counter.

(YR1.8C1) EARLY GROUND-BASED DRONE (YGMBD):

The most common type of missile base, it can launch one drone from each rack each turn, but each rack cannot launch a drone within a quarter turn of launching a drone on the previous turn; each rack has four spaces of drones and one reload.

The Federation (using Andorian drones, FH arc on a planet's surface, 360° on an asteroid), Klingons, and Kzintis all used bases of this type. The Federation only used them between Y65 and Y112; the Klingons and Kzintis used them continuously. The cargo boxes hold 100 spaces of drones.

Use the generic YGMB SSD on the Small Ground Bases Sheet #2 in *Module Y2*; use any small ground base counter.

(YR1.8C2) EARLY GROUND-BASED ATOMIC MISSILE (YGMBDM): Bases of this type were only used by the Gorn Confederation and only between Y65 and Y80. All such bases were phased out of use by Y80. Between Y68 and Y70, the phaser-3 was a warp-targeted laser. Between Y70 and Y75, some bases had phaser-3s while others still had the warp-targeted laser. After Y75, all bases had the phaser-3.

The cargo boxes hold 100 spaces of reload atomic missiles. The missile racks each hold four spaces of atomic missiles with one set of reloads, i.e., they are identical to type-A drone racks except that they can only launch atomic missiles (YFD18.0).

Use the generic YGMB SSD on the Small Ground Bases Sheet #2 in *Module Y2*; use any small ground base counter.

(YR1.8C3) EARLY GROUND-BASED DEATH BOLT STATION (YGMBDDB): Only the Carnivons used bases of this type. The drone racks hold four death bolts, each with one reload and there are 100 spaces of reload death bolts in the cargo boxes. The base has two deck crews as part of its crew. These are shown on the SSD.

Use the generic YGMB SSD on the Small Ground Bases Sheet #2 in *Module Y2*; use any small ground base counter.

(YR1.8C4) EARLY GROUND-BASED DEFENSE PLASMA-DRONE (YGMBDPD): Bases of this type were deployed initially by the Q'Naabians in Y31. In Y67, bases of this type were deployed in mixed battalions with ground-based defenses of other nations of the nascent Inter-Stellar Concordium. The bases were phased out of use by Y88 in favor of other bases. The plasma-drone racks each hold five spaces of plasma drones with one set of reloads; use the extra drone rack space labeled "P" at the end of the drone racks. The APRs are AWRs on this base. Note that the base is only able to fully enhance a drone if the base drops its shield or powers its shield from a power grid (R1.28P).

Use the generic YGMB SSD on the Small Ground Bases Sheet #2 in *Module Y2*; use any small ground base counter.

(YR1.8D) EARLY GROUND MISSILE DEFENSE BASE (YGM): Bases of this type were deployed beginning in Y96 in response to the appearance of type-IIIXX drones, which were used to bombard colony planets in border regions. Only the Klingons and Kzintis used bases of this type. The cargo boxes hold 100 spaces (200 type-VI drones) in addition to the single reload normally part of the type-E drone racks.

SSD is on Small Ground Bases Sheet #2 in *Module Y2*; use any small ground base counter.

(YR1.8E) EARLY SMALL POWER STATION (YGPS): This was a fairly uncommon base as it was rare for a planet to have all of its defenses in a region small enough to employ such a base. It was generally only found in cases where defenses were concentrated to defend a single critical point, or the planet (as with most home planets) had so many defensive installations that many of them could be tied into power grids (R1.28P). Some bases of this type were fitted with AWRs by the Q’Naabians (to facilitate the operations of plasma-drones) and the Federation (to arm photon torpedoes) if systems needing warp energy were part of the power grid. The economic, but not the combat, BPV of the base is increased by eight points if fitted with AWRs.

All empires used bases of this type.

SSD is on Small Ground Bases Sheet #1 in *Module Y2*; use any small ground base counter.

(YR1.8F) EARLY GROUND-BASED DEFENSE STATIONS (YGBD): As form follows function, early ground-based defense stations that used weapons solely dependent on delivering energy to the weapon system were nearly identical across all empires. As such, a common base is used for each of them, and the SSD presents three such bases for each of use. In most cases, simply designating the heavy weapon is all that needs to be done. There was not room on the SSD for the various weapon tables, and you will need to provide those from other SSDs. Some of these bases were still found on backwater colony planets as late as Y165.

SSD is on Small Ground Bases Sheet #2 in *Module Y2*; use any small ground base counter.

(YR1.8F1) EARLY GROUND-BASED DEFENSE PHASER-1 (YGBD1): This was the heavy phaser base of the early years, having a single phaser-1. It was normally found on the most vital planets, but it was not unusual to find systems of this nature deployed on relatively wealthy colony planets.

All empires in the early years except the Romulans used bases of this type; the Romulans never did.

(YR1.8F2) EARLY GROUND-BASED DEFENSE PHASER-2 (YGBD2): This was the most common ground-based defense phaser in the early years.

All empires in the early years except the Romulans used bases of this type; the Romulans never did.

(YR1.8F3) EARLY GROUND-BASED DEFENSE PHOTON (YGBDP): Only the Federation used bases of this type. They were generally found on planets perceived as under particular threat and that already had one or two existing defense battalions. Bases of this type replace the APRs with AWRs.

(YR1.8F4) EARLY GROUND-BASED DEFENSE DISRUPTOR (YGBDD): Only the Klingons and Lyrans employed bases of this type.

(YR1.8F5) EARLY GROUND-BASED DEFENSE NOVA CANNON (YGBDN): Used only by the Hydran Kingdom. Virtually all bases of this type were destroyed by Y88, although it is believed some examples of these bases still

existed in the Hydran Lost Colonies at least as late as Y145 when they were scrapped or replaced.

(YR1.8F6) EARLY GROUND-BASED DEFENSE PLASMA-G (YGBDG): Only the Romulans, Gorns, and Inter-Stellar Concordium used bases of this type. There was never a plasma-R-armed small ground base in the early years; such bases did not appear until the advent of advanced technology made them possible after Y180.

Romulans: Deployed beginning in Y66, this base could only fire plasma bolts (it could not launch seeking plasma and had no PPT) to a maximum of five hexes true range (YFP8.0) until Y88. From Y89, these bases could launch seeking plasma torpedoes fire plasma bolts normally, and had a PPT. The phasers are warp-targeted lasers until Y163, and may be either phasers or lasers from Y163 to Y172. After Y172, any bases of this type will have phaser-3s.

Gorns: Deployed beginning in Y66, this base could only fire plasma bolts (it could not launch seeking plasma and had no PPT) to a maximum of five hexes true range until Y104 (YFP8.0). From Y105, it can launch seeking plasma torpedoes, fire plasma bolts normally, and has a PPT. Phasers are warp-targeted lasers until Y70. From Y71 to Y75, some bases still had warp-targeted lasers while others had phasers. From Y76 on, the bases always had phasers.

Inter-Stellar Concordium: Bases of this type were deployed beginning in Y81, and were always able to launch seeking plasma torpedoes and fire plasma bolts to twenty hexes range. See (Y13.012) for PPTs.

(YR1.8F7) EARLY GROUND-BASED DEFENSE PLASMA-F (YGBDF): Only the Romulans, Gorns, and Inter-Stellar Concordium used bases of this type.

Romulans: Deployed beginning in Y66, this base could only fire plasma bolts (it could not launch seeking plasma and had no PPT) to a maximum of five hexes true range (YFP8.0) until Y88. From Y89, these bases could launch seeking plasma torpedoes fire plasma bolts normally, and had a PPT. The phasers are warp-targeted lasers until Y163, and may be either phasers or lasers from Y163 to Y172. After Y172, any bases of this type will have phaser-3s.

Gorns: Deployed beginning in Y66, this base could only fire plasma bolts (it could not launch seeking plasma and had no PPT) to a maximum of five hexes true range until Y104 (YFP8.0). From Y105, it can launch seeking plasma torpedoes, fire plasma bolts normally, and has a PPT. Phasers are warp-targeted lasers until Y70. From Y71 to Y75, some bases still had warp-targeted lasers while others had phasers. From Y76 on, the bases always had phasers.

Inter-Stellar Concordium: Bases of this type were deployed beginning in Y81, and were always able to launch seeking plasma torpedoes and fire plasma bolts to fifteen hexes range. See (Y13.012) for PPTs.

(YR1.8F8) EARLY GROUND-BASED DEFENSE PLASMA-V (YGBDV): Bases of this type were deployed initially by the Veltressai in Y31. In Y67, bases of this type were deployed in mixed battalions with ground-based defenses of other nations of the nascent Inter-Stellar Concordium. The bases were phased out of use by Y88 in favor of other bases.

(YR1.8F9) EARLY GROUND-BASED DEFENSE PLASMA BLASTER (YGBDPLB): Bases of this type were deployed initially by the Korlivilar in Y31. In Y67, bases of this type were deployed in mixed battalions with ground-based defenses of other nations of the nascent Inter-Stellar Concordium. The bases were phased out of use by Y88 in favor of other bases.

(YR1.8F10) EARLY GROUND-BASED DEFENSE PLASMA CANNON (YGBDPLC): Bases of this type were deployed initially by the Rovilians in Y31. In Y67, bases of this type were deployed in mixed battalions with ground-based defenses of other nations of the nascent Inter-Stellar Concordium. The bases were phased out of use by Y88 in favor of other bases.

(YR1.8F11) EARLY GROUND-BASED DEFENSE PLASMA VORTEX (YGBDPLV): Bases of this type were deployed initially by the Pronhoulites in Y31. In Y67, bases of this type were deployed in mixed battalions with ground-based defenses of other nations of the nascent Inter-Stellar Concordium. The bases were phased out of use by Y88 in favor of other bases.

(YR1.8F12) EARLY GROUND-BASED DEFENSE WARP-TARGETED LASER (YGBDWTL): The Romulans, Gorns, and Paravians used bases of this type. All had three warp-targeted lasers (two of which replace the two phaser-3s).

Romulan bases of this type remained in service from Y65 until Y166. All had been phased out and replaced with other bases between Y160 and Y166.

Gorn bases of this type were used from Y65 to Y75. It would not be unusual to find a colony that had both warp-targeted laser ground bases and phaser ground bases between Y70 and Y75.

Paravian bases of this type were used from Y65 to Y71. All were replaced by Y72 with phaser-2 (YR1.8F2) or phaser-1 (YR1.8F1) bases.

(YR1.8F13) EARLY GROUND-BASED DEFENSE DISRUPTOR CANNON (YGBDDC): The Carnivons used bases of this type to reinforce the defenses of important colony planets. Only the Carnivons used this type of base.

(YR1.8F14) EARLY GROUND-BASED DEFENSE QUANTUM WAVE TORPEDO (YGBDQ): The Paravians deployed at least a few bases of this type to strengthen the defenses of their home system. Very few were seen outside of their home system, but some were encountered on planets that the Paravians were attempting to use as forward logistic points for assaults deeper into Gorn Confederation space. The first bases of this type deployed in Y70 had warp-targeted lasers in place of the phasers, but by Y72 all such bases had phaser-3s.

(YR1.8F15) EARLY GROUND-BASED DEFENSE QUANTUM CANNON (YGBDQC): The Paravians deployed at least a few bases of this type to strengthen the defenses of their home system. Very few were seen outside of their home system, but some were encountered on planets that the Paravians were attempting to use as forward logistic points for assaults deeper into Gorn Confederation space. Bases of this type had warp-targeted lasers in place of the phasers. By Y72, all bases of this type had been replaced by YGBDQs.

EARLY YEARS SKIFFS AND SUBLIGHT SKIFFS

(YR1.9) EARLY SKIFFS: These will be in *Module Y3*, but for player convenience they will be published in *Captain's Log #38*.

(YR1.F0) EARLY SHUTTLES

All types of shuttles existed in the early years period, but they were not armed and were slower than the shuttles of the General War period.

(YR1.F2) EARLY SALVAGE SHUTTLE (SVS-Y): This shuttle has the carrying capacity of a standard SVS, a maximum speed of four, and no phaser. See (R1.F24) in *Module J2*.

(YR1.F3) EARLY RESCUE SHUTTLE (RS-Y): This shuttle has the carrying capacity of a standard RS, a maximum speed of four, and no phaser. See (R1.F25) in *Module J2*.

(YR1.F4) EARLY GROUND ASSAULT SHUTTLE (GAS-Y): This shuttle has the carrying capacity and ground combat value of a standard GAS, a maximum speed of four, and no phaser. See (R1.F4) in *Advanced Missions* or *Module M*.

(YR1.F5) EARLY HEAVY TRANSPORT SHUTTLE (HTS-Y): This shuttle has the carrying capacity of a standard HTS, a maximum speed of four, and no phaser. See (R1.F5) in *Advanced Missions* or *Module M*.

(YR1.F6) EARLY PROSPECTING SHUTTLE (PROS-Y): This shuttle can operate prospecting charges as provided under (E19.0). It can only operate from asteroid mining facilities; it cannot be assigned to any unit not engaged in asteroid mining. It has a maximum speed of four, and no phaser. See (R1.F12) in *Module F1* or *Module J2*.

(YR1.F7) EARLY HEAVY FREIGHT SHUTTLE (HFS-Y): This shuttle has the carrying capacity of a standard HFS, a maximum speed of four, and no phaser. See (R1.F13) in *Module J2*.

(YR1.F8) EARLY VERY HEAVY FREIGHT SHUTTLE (VFS-Y): This shuttle has the carrying capacity of a standard VFS, a maximum speed of four, and no phaser. See (R1.F14) in *Module J2*.

(YR1.F9) EARLY YACHT (VIP-Y): This shuttle has the carrying capacity of a standard VIP shuttle, a maximum speed of four, and no phaser. See (R1.F15) in *Module J2*.

(YR1.F10) EARLY GROUND BOMBARDMENT SHUTTLE (GBS-Y): This shuttle has the ground combat value of a standard GBS and a maximum speed of four. The GBS-Y was never fitted with a phaser-3 (correction of data from *Module Y1*). See (R1.F10) in *Module M*.

(YR1.F11) EARLY HEAVY ASSAULT SHUTTLE (HAS-Y): This shuttle has the carrying capacity and ground combat value of a standard HAS, has a maximum speed of four and no phaser. See (R1.F11) in *Module M*.

(YR1.F12) EARLY LARGE YACHT (LVP-Y): This shuttle has the carrying capacity of a standard LVP, a maximum speed of four, and no phaser. See (R.F16) in *Module J2*.

(YR1.F13) EARLY RECOVERY SHUTTLE (RSH-Y): This is a standard RSH, has a maximum speed of four, and has no phaser. See (R1.F22) in *Module J2*.

(YR1.F14) EARLY HEAVY RECOVERY SHUTTLE (HRS-Y): This is a standard HRS with a maximum speed of four and no phaser. See (R1.F23) in *Module J2*.

(YR2.0) UNITED FEDERATION OF PLANETS UNITS

FEDERATION COMBINED FLEET UNITS

(YR2.18) EARLY COMMAND CRUISER (YCC): The Federation constructed a ship of this class in Y84 as a result of pressure by the Andorian councilman who insisted that such ships were necessary to coordinate operations across a broad expanse of space. The councilman threatened to block other projects and to withhold funding from the Andorian government for several other projects. The argument came very close to breaking the Federation into its component governments before sanity prevailed and the other council members agreed to build a single ship.

In Y88, the Kzinti Hegemony attacked the Federation, a move that profoundly shocked the government as the nascent combined Federation fleet was not prepared for such a full-scale conflict and had few combat-experienced officers after more than four decades of peace. Worse, many lessons of warp combat had not been learned in the intervening years. (The only actual large-scale combat experience the Federation had were in the form of a handful of aging senior officers and NCOs who had been junior officers and enlisted men when the Romulan War had ended.) During this period, the lone YCC proved instrumental in organizing the faltering defenses, so much so that the Council ordered more to be built and at least three were in operation by Y91.

By Y95, there were at least five YCCs in operation, one assigned to each major fleet command (Klingon border, Kzinti border, Romulan border, Home Fleet) and one undergoing refit at any one time. A sixth was built and assigned to Tholian border in Y98, but it was clear to everyone that its real purpose was to be available to support operations against the Romulans if it became necessary. While six YCCs were in operation at any one time, records indicate that at least eight ships were built, but are unclear about what became of the other two.

The design incorporated an APR to power two defensive phasers on the slightly stretched secondary hull. The APR was the subject of much controversy, as the fleet officers wanted more of them, but rumors of hazards due to inadequate shielding (compared to that available on a static base) spread through the media caused the Assembly to prohibit their general use in the ships of the fleet. The Assembly's ban did not prevent the spread of APRs through the civilian fleet in later years, but each ship of the Federation fleet between Y83 and Y155 had to receive a special exemption from the Assembly's Select Committee on Ship Procurement to incorporate APRs. The committee was notoriously reluctant to grant such waivers.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Garibaldi, Ulysses S. Grant, Robert E. Lee, Patton, Zhukov, others.*

SSD and counter are in *Module Y2*.

(YR2.19) WARP-REFITTED COMMANDO CRUISER (WCM): The Federation converted at least three ships to this design by Y67. The ship was able to carry a battalion of Marines and supporting equipment on normal operations, but additional troops and equipment were sometimes added. The ship was able to land directly on a planet's surface, becoming a formidable base of operations for the ground troops, but

required weeks of preparation to take off again. (It cannot take off in the same scenario in which it landed, but special scenario rules might define that a landed WCM was prepared to take off, or just completing such preparations, when the scenario begins.) The landing option was only to be taken if the admirals were certain they could maintain space supremacy and the need to get the maximum number of forces on the planet's surface was deemed paramount.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81, but never extended further (ships were converted to YCMs).

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further (ships were converted to YCMs).

Data: The 32 boarding parties include two commando squads and three heavy-weapons squads; 3 GCV; 3 GAS-Y; 1 HTS-Y.

NAMES: *Captain Keith Mallory, Corporal Miller, Colonel Andrea Stavros.*

SSD and counter are in *Module Y2*.

(YR2.20) EARLY COMMANDO CRUISER (YCM): The original WCMs were converted to this design beginning in Y84 (one each year) and a fourth was built as new construction in Y92. The four ships helped liberate several planets from Kzinti occupation as part of the Federation counter-offensive.

One ship of this class, *Stavros*, was lost in Y90 when a Kzinti counterattack trapped it on the planet where it had just landed. Supporting Federation ships managed to evacuate most of the crew, but over half of the Marines were lost with the ship when its warp drive destabilized and it detonated. (Parts of two Kzinti battalions were also lost in the explosion.) The site was designated a joint memorial by the two governments in Y167.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Data: The 32 boarding parties include two commando squads and three heavy-weapons squads; 3 GCV; 3 GAS-Y; 1 HTS-Y.

NAMES: *Captain Keith Mallory, Corporal Miller, Plissken, Colonel Andrea Stavros.*

SSD and counter are in *Module Y2*.

(YR2.21) WARP-REFITTED SURVEY CRUISER (WSR): The Federation was often driven by the need to exploit the resources it could find in its space, but generally allowed non-governmental agencies to do so while providing oversight. Space is dangerous, however, and the Federation determined that trained and (after the first few years) experienced officers would be better at determining the dangers to be found. As contact was made with various pre-space-flight civilizations, the Federation government (under strong Vulcan influence) began implementing its "Prime Directive".

To support this, the Federation decided to build dedicated survey ships. The combined Federation survey ship, based on the very successful warp-refitted light cruiser design, was not as effective as the Vulcan ships because it was not possible to incorporate Vulcan special sensor systems, but could be built in greater numbers. Many of the Vulcan ships of the period were tied up in standing "border patrols" (using their special sensors to watch for intrusions into the expanding sphere of Federation space)

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Colombus, Livingston, Stanley*.

SSD and counter are in *Module Y2*.

(YR2.22) EARLY SURVEY CRUISER (YCS): The Federation upgraded the three WSRs to this design beginning in Y82 and converted a fourth ship for use as a survey cruiser. While still lacking the special sensors of Vulcan ships, they were effective ships.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Colombus, Livingston, Stanley*.

SSD and counter are in *Module Y2*.

SHIPS OF THE FEDERATION NATIONAL GUARDS

(YR2.23) TERRAN WARP-REFITTED DREADNOUGHT (WDN): The pre-Federation human fleet included not less than six ships of this class. When warp power became available, three were converted to this design with the first entering service in Y64. The ship was designed only with the offensive in mind, and defense to the rear was generally provided by supporting ships. While the light cruisers were named for “provinces”, the dreadnoughts were named for the planets of the Sol system.

The existence of these ships made the other members of the Federation nervous, and as part of the agreement that founded the United Star Fleet the other three ships (still in mothballs) were scrapped in Y70 (the year before the agreement formally took effect).

Two of the three ships led mixed task forces to fight against the Kzintis in Y88, and one ship, *Venus*, was destroyed during that conflict. The two remaining ships were mothballed in Y98 and scrapped in Y103.

The center warp engine is not actually a single engine but is two smaller engines one above the other.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Mars, Terra, Venus*.

SSD and counter are in *Module Y2*.

(YR2.24) TERRAN WARP-REFITTED HEAVY CRUISER (WCA): The Terran heavy cruiser proved a difficult ship to convert to warp technology. The engines for it were unique, as a result of its original design, and not used by any of the other ships. While the result was a relatively powerful combatant, the class had constant maintenance issues. There were eleven ships converted to this design beginning in Y61, but the continuing maintenance problems curtailed further conversion (even though at least ten more hulls were available).

Two ships of the class were lost in combat with the Kzintis in Y88 defending Federation colonies, and another three were lost before the war ended in Y92.

The original sublight design was capable of landing on, and taking off from, the surface of a planet, but the warp-upgraded ship was not able to do so without effectively destroying the warp engines.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Christopher Point, Cydonia*, Kirbuk City, Mare Serenitatis, Napier*.

SSD and counters are in *Module Y2*.

(YR2.25) TERRAN WARP-REFITTED FRIGATE (WFF): Perhaps the most successful of the conversions of a Terran sublight ship. While it adapted well to warp technology, it was ultimately defeated by its small size (making it impossible to further upgrade it, and too vulnerable in warp combat to survive). Its design role had been that of supporting larger ships by bolstering their rear defenses, and operating as out-riders and pickets. The ship was highly maneuverable and remained capable of landing on and taking off from planetary surfaces after the conversion. The records of the Terran defense forces state that there were at least thirty of these ships in service when they started refitting with warp technology (the first three all entered service in Y62), and all were converted by Y70. At least another dozen were built from scratch. Half of the ships were transferred to the nascent Federation unified police force in Y72.

While adequate for most police missions, at least ten ships of the class were lost in action against the Kzintis during the First Federation-Kzinti War. It is unclear how many of the lost ships were operating as police ships, as at least some had been seconded back to the fleet for the duration of the war. During the war, some of these ships performed deep penetration missions behind the Kzinti front to gather intelligence and drop off or pick up agents from colonies occupied by the Kzintis. At the conclusion of the First Federation-Kzinti War, all remaining WFFs were transferred to the police.

During the First Federation-Klingon War in Y110-111, another two ships were lost. Despite this, the ships were still considered adequate for the police mission. This theory changed in Y115, when an Orion YLR smashed a frigate, responding to a freighter's distress call. The writing was on the wall, but the Assembly was slow to approve funds for a new class of police ships, or even upgrade their existing weapons. This led to a scandal when an Orion YCR attacked a convoy protected by three WFFs in Y125 with the loss of two WFFs and the third so damaged it had to be scrapped.

The last WFF was withdrawn from service in Y135 and scrapped the next year.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Antietam, Rossbach, Trafalgar, Thermopylae*, others.

SSD and counters are in *Module Y2*.

(YR2.26) ALPHA-CENTAURAN WARP-REFITTED LIGHT CRUISER (WAL): Carrying the same armament as the somewhat larger heavy cruiser, the Alpha-Centauran warp-refitted light cruiser appeared a powerful opponent at first glance. Like most refitted sublight ships, it was not able to arm all of its weapons and maneuver. Successful ship captains learned to carefully balance their ship's energy to both maneuver for a favorable position and to inflict damage on their opponents.

As with most National Guard ships, their primary role was the local security of Alpha-Centauran colonies and the protection of Alpha-Centauran commerce. Alpha-Centauri converted ten sublight light cruisers to this design between Y70 and Y77. It is unclear if any more were converted. Four of the ships were lost in action with the Kzintis between Y88 and Y92, four more were so badly damaged that it was decided to scrap them rather than repair them. The remaining

two ships were retired in Y100.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Alacrity, Ferocity, Tenacity*, others.

SSD and counter are in *Module Y2*.

(YR2.27) ALPHA-CENTAURAN WARP-REFITTED FRIGATE (WAF): The Alpha-Centauran sublight frigate adapted readily to warp technology. It was somewhat larger and definitely sturdier than the Terran ship, but distinctly less maneuverable and not built in nearly the same numbers. Twelve ships were converted to warp technology beginning in Y70, with the first three completed by Y71. Like the Terrans, the Alpha-Centaurans provided some of the ships for use by the forming Unified Federation police forces. During the First Federation-Kzinti War, the Kzintis destroyed at least one ship (maybe two). The remaining ships of the class were all transferred to the Federation Police in Y95, but with the Alpha-Centaurans no longer providing replacement parts, the maintenance problems on the ships soon became insurmountable and they were all scrapped by Y108.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Brutal, Savage, Vicious*, others.

SSD and counter are in *Module Y2*.

(YR2.28) ANDORIAN WARP-REFITTED COMMAND CRUISER (WAC): There has always been a question about which species within the Federation is the most “warlike”. The competition (such as it is) is primarily between the Terrans and the Andorians, although most Terrans would willingly concede the title to the Andorians, who on their part would willingly accept it.

One of the examples of Andorian martial ardor was their decision to upgrade sublight command cruisers to warp power. They did this before any of the other Federation member nations, having three in service by Y73. As with other Andorian warp-refitted ships, they declined to accept the offer of photon torpedoes, retaining the drone technology they had developed as their primary weapon system.

As with all Andorian ships, this made for a fast attack platform, allowing it to maneuver to bring both launchers to bear on a target, before closing behind the drones to launch more and administer a savage phaser lashing. At least that was the theory.

One of the ships was lost while leading an Andorian task force against the Kzintis in Y89. (It was not the only ship lost in the debacle as Kzinti drones overwhelmed the capabilities of the force to defend itself.) The shock of the defeat did much to persuade the Andorians to stand down their warp-refitted National Guard and support the use of upgrades of the Federation standard ships in Y113.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Grendek, Stendek, Vondek*, others.

SSD and counter are in *Module Y2*.

(YR2.29) ANDORIAN WARP-REFITTED FRIGATE (WNF): The Andorian frigate was intended as nothing more than a screening ship for larger Andorian ships, anything from a

cruiser to a destroyer. The ship was nearly as maneuverable as the Terran WFF, and would probably have been easily able to defeat such a ship in close combat. Like all Andorian ships, it was faster than its contemporaries among the national fleets of the other planets that made up the Federation, gaining a considerable advantage because its heavy weapon did not require any power.

Like the warp-refitted frigates of the other Federation nations, a number of these ships (variously reported between eight and sixteen) were eventually assigned to the nascent police forces. At least eight ships of this class (some still part of the Andorian national fleet, some seconded back to the fleet by the police) were lost in combat with the Kzintis (including three in one single disastrous battle).

All told, the Andorians converted nineteen ships of this class. It holds the distinction of being the last warp-refitted ship type operated by the Federation (the former Terran light cruiser was considered a standard ship after the Y120 upgrades). The last ship of the class served as a test-bed platform for drone systems until Y148, when it was retired and scrapped. All other ships of the class had either been lost for various reasons by Y132. (At least one was destroyed near the Romulan frontier in Y110, but the reason for the loss was not known; Orion Pirates destroyed two others.)

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Skinner, Slider, Slitter, Stabber*, others.

SSD and counter are in *Module Y2*.

(YR2.30) RIGELLIAN WARP-REFITTED LIGHT CRUISER (WRL): The Rigellian sublight light cruiser, like all Rigellian warships, surrendered a significant volume to cargo capacity. Despite this, it adapted well to warp technology, having perhaps the best maneuvering characteristics of any Rigellian ship, but the cargo hatches and other cargo handling features prevented the phasers from being mounted in optimum firing positions. This made it difficult for the ship to bring its main phaser arrays to bear on a single target.

The large cargo bay did help buffer the ship from heavy damage, which gave it comparatively good survival rates in combat (at least in simulations).

Like most of the Federation’s warp-refitted ships, the design’s only real test in major combat would be the First Federation-Kzinti War. Two ships out of the thirteen the Rigellians had converted were lost in combat in Y88. The two that remained in the theater, and two others that were sent to the theater, were thereafter used as armed cargo transports to deliver badly needed stockpiles of repair parts and munitions (T-bombs, Andorian drones, replacement shuttles and GCVs, etc.). They were also used to evacuate threatened civilian populations where this was possible, as well as vital stockpiles threatened by Kzinti attack.

The Rigellians retired the last of these ships (along with most of their other warp-refitted ships) between Y113 and Y120 in favor of receiving standard Federation ships for their National Guard.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Collector, Controller, Gatherer*, others.

SSD and counter are in *Module Y2*.

(YR2.31) RIGELLIAN WARP-REFITTED FRIGATE (WRF): The Rigellians upgraded at least fourteen sublight frigates to

this standard, the last ship entering service in Y78. It was no more maneuverable than the warp-refitted destroyer despite its smaller size, which was the reason the Rigellians curtailed conversion despite having another dozen hulls available.

In Y81, Rigel gave all of the ships to the Federation police force in toto, where their design would influence future police ships. The Federation police would note that having a cargo bay was very useful in their operations.

While some of the ships participated in the First Federation-Kzinti War, only two were lost. Six would be lost in the first days of the First Federation-Klingon War in Y110, a record of loss for one ship class in a single month that would not be matched until the General War a half-century later.

The remaining six ships soldiered on until Y132 when they were retired, going to the breakers the following year.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Finder, Searcher, Seeker*, others.

SSD and counter are in *Module Y2*.

(YR2.32) VULCAN WARP-REFITTED LIGHT CRUISER (WVL): In Y70 the Vulcans, as part of supporting the creation of a combined fleet, which they saw as a logical need, began converting an older light cruiser to this combat variant. In all, they would convert just six ships to this design (three of which were ready in Y71). The ships retained three phaser-1s, but despite that system's greater hitting power, the ship was considered seriously under-gunned (despite being intended as a gun platform).

Because of Vulcan's reluctance to be too heavily involved in violence, it refused to convert any more ships to this design after the initial six. Efforts to use the ships as "snipers" (firing from long-range with their photons and phasers) proved less than successful (in the simulators), simply weakening the overall firepower of a mixed squadron and that of the individual ships.

Two of the ships served in the First Federation-Kzinti War, where they were not popular among the senior officers. They tended to be used in much the same manner as the Rigellian WRA, i.e., in the role of transports.

This situation changed in Y90 when the two ships, supported by a WVA and two WVF, were the only force available to oppose a Kzinti task force. The action ended when the Kzinti YCC was destroyed and two Kzinti YCSs were heavily damaged and forced to withdraw. The demonstration of Vulcan resolve in the defense of a Rigellian colony planet helped bring all of the Federation's member states closer together.

The Vulcans deactivated the six ships in Y113.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Honorable, Stalwart, Steadfast*, others.

SSD and counter are in *Module Y2*.

(YR2.33) VULCAN WARP-REFITTED FRIGATE (WVF): The Vulcan warp-refitted frigate was regarded as perhaps the best of its class in Federation space (unlike larger Vulcan ships). While not as maneuverable as the Terran design, it was (due to the use of phaser-1s) perhaps the most heavily-armed with excellent power reserves. None of these ships were released for use by the police forces prior to Y113 because of their weapon capabilities. There were only ten of them.

Two were lost in action against the Kzintis in Y90, their

crews sacrificing themselves in the tradition of "the greatest good for the greatest number" in a battle near a Rigellian colony planet. Another was destroyed in a contest with an Orion YLR in Y118, an action that ended when both ships were immolated, but a freighter, carrying critically needed medical supplies to an Alpha-Centauran colony, was saved.

The remaining seven ships were taken out of service in Y130 and scrapped in Y137.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Courage, Intrepid, Valor*, others.

SSD and counter are in *Module Y2*.

CLARIFICATIONS AND ERRATA

... continued from Page #16

ANNEX #3 GENERIC: The N-F note under this listing was there to reflect Romulan deployment of fighters. While the Romulans would have used the module for shuttles as any other empire, they also deployed modified ones to service their early fighters.

ANNEX #3 FEDERATION: The Year in Service date for the YDD saucer should have been Y84. This typo was caused by the fonts on the screen while the data was being entered. While it is clear what is intended, some are confused by the lack of a "Y" prefix on the listing for the early FF and early DN saucers. It has been asked how fractions are rounded when calculating the BPV of sublight saucers, and this is answered by (A3.5).

ANNEX #3 KLINGON: A D-Bm is not the same thing as a T-Bm, and vice versa. While the two booms appear identical, they are in fact two different units and are listed separately.

ANNEX #3 ROMULAN: The BPV of the Treaty of Smarba Romulan sublight ships (VUL+, WB+, BH+, SN+, etc.) was not provided even though these were mentioned in the ship descriptions. This was because only the revised BPVs were shown and the BPVs for the Smarba (+) refits of the WB, BH, and SN are not changed. However, the BPV given for the VUL+ in *Module R7* was shown to be in error and is not 65, but 90. The BPV for the WH+ is 50; the higher economic BPV for the ship begins when it starts operating warp fighters. The Year in Service date for the WH+ would have been Y158, the same as for the other Smarba refits. Note the Year in Service dates for the Romulan early ships as published in previous Annexes were modified by the Annex in *Module Y1*. The Designation SNS on the MSC is the SN without the Smarba refits, but including all other improvements to that date. The explosion strengths for the sublight ships as listed in *Module Y1* supercede all previous explosion strengths for the Romulan sublight units. The Command Rating for all variants of the Snipe should be 3, not 4.

ANNEX #3 CARNIVON: The BPVs for the Carnivons that appeared in *Captain's Log #31* are superceded by those that appear on the Master Ship Chart in *Module Y2*.

ANNEX #4: The Year in Service dates for the Romulan Fighters are missing. They are, respectively: G-0 Y88; and G-L Y66. The early admin, GAS, and HTS shuttles should have a speed of four, not six. HTS shuttles should not be able to move Speed 6 prior to Y125.

ANNEX #9: Some have asked if the repair costs of systems in the early years, such as disruptors and photons, is reduced since they cannot be overloaded. The answer is no.

PLAYTESTER LIST: We apologize for misspelling John Sickels's name as "John Sickles".

(YR3.0) KLINGON EMPIRE UNITS

KLINGON BATTLESHIP

(YR3.8) B4 EARLY BATTLESHIP (B4): The largest warships ever to serve among the empires of the Alpha Octant (excluding the Seltorian hive ship *Burning Torch of Vengeance*) were the Klingon B10 battleships *Invincible* and *Inviolable*, and their half-sister, the B10S *Insatiable*. The B10s were not, however, the first efforts the Empire made towards the creation of a battleship. The Empire was continually fascinated by the advantage that sheer size could grant a ship, and at least three different design bureaus had offices dedicated to the task of trying to scale up the largest ships (dreadnoughts) already in service to something even larger.

The B4 was one of these early efforts, following the B2 and B3, and like all of the others (before the B10s) it never made it out of the drafting computers. Construction problems prevented the B4 from being taken to fruition. The sheer size of the design was more than the existing dockyard facilities could handle, requiring the major expense of constructing an even larger such facility before a keel could even be laid down. Faced with the continuous expense of creating the Empire's infrastructure and border defenses (and rebuilding those defenses at the end of the various conflicts), replacing ships lost for various reasons, and upgrading ships to new technologies and fielding new designs, the resources for such a venture were simply not available. It would not be until the Y160s that the program to build a battleship would be able to move forward, resulting ultimately in the B10s.

In the interim, the basic design was continuously updated (becoming the B5, B6, B7, etc.) as new technologies became available. Some aspects of the B4 design were eventually incorporated into the designs of other large ships. For example, a shuttle bay in the boom section made its first appearance in the structural design of the B4, and was incorporated in the design of the C6 and later dreadnoughts. (The B4 has two shuttle bays; no transfers between the bays are possible.)

The SSD represents what the B4 would have been had it been built. As the drafting programs were extrapolating data (there being no comparable ship in existence) it suffers from the faults of the B10 design, i.e., it carries several metric tons of excess structure which make the ship sluggish compared to what the design programs indicated would be possible. The drafting programs simply did not have adequate data on what the interactions with warp fields would be for such a large hull and fell into a failsafe mode adding more structure consecutively.

While the B4's SSD appears smaller (with fewer systems), much of this has to do with the inefficiencies of the systems that were available compared to those when the *Invulnerable* actually entered service; the ship is actually the same size as the B10.

The ship could control a number of seeking weapons equal to double its sensor rating.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Kahless*, *Khavek*, *Korv*, *Krall* (names allocated, but no ship of the class ever built).

SSD and counter are in *Module Y2*.

KLINGON EMPIRE WARP-REFITTED SHIPS

(YR3.9) C3 WARP-REFITTED DREADNOUGHT (C3): A conversion of a pre-war dreadnought, the C3 was a stopgap until the new warp technology systems could be fully integrated in new designs. It was more than able to defeat a warp-refitted cruiser in single combat, but it was questionable whether or not it could defeat two such cruisers.

The Empire had at least four sublight dreadnoughts at the time warp power became available, and records are not clear on whether or not all of them were upgraded to this standard, but at least two were. When the D4 entered service the obsolescence of the C3 rapidly became apparent and the ships were relegated to secondary theaters. One C3 was lost in combat with the Tholians in Y88 while serving as the flagship for the covering force in that region while the bulk of the Empire's first-line ships were involved in the conquest of Hydran space.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Hailstorm*, *Hurricane*, *Thunder*, *Tornado*.

SSD and counter are in *Module Y2*.

(YR3.10) D3E WARP-REFITTED SURVEY CRUISER (D3E): The Klingons converted two D3s to this design, the first in Y67 and the second two years later. (It is not known how the Empire determined it needed two survey cruisers, but it does not seem to have ever had more than two operational at any one time, and sometimes only one.) The ships were intended to ferret out resources to feed the Empire's growing military machine, and to this end it was deemed appropriate that the ships should have as much range as possible. To support this, the machinery for the disruptors was removed and the volume converted to cargo holds. Records indicate that a single Type-F drone rack was retained in the shuttle bay, something of a compromise as the ship captains selected to command these ships were aghast at the otherwise slim armament. Additional laboratory facilities were installed at the expense of reducing the impulse drives, which were seen as unnecessary for the operation of a survey ship.

Unlike the later D6E and D7E class ships, the D3Es never really left the confines of what would be the Empire's final borders. There was, however, a lot of "unexplored" space within that region.

One D3E was destroyed by the Hydrans in Y72, triggering a brief border war. The second ship made the first intrusions into Romulan space in early Y76, returning with much information and insight into the weaknesses of Romulan technology, which led to several probes and the decision by the Empire to invade and conquer the Romulans. The discovery of the Tholians in Y83 put those plans on hold; the second D3E was among the ships the Tholians destroyed.

Special sensors small enough to be mounted on a starship had not been developed at the time this class of ships entered service.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Insight*, *Investigation*.

SSD and counter are in *Module Y2*.

(YR3.11) D3G WARP-REFITTED COMMANDO CRUISER (D3G): Two D3s were converted to this design in Y70; at least one other D3 was converted to this configuration at some later date. The ships were adequate when they first appeared, and remained in service well after most other D3 hulls had been destroyed. (The Klingons seldom scrapped ships, but hardly any D3s survived to be put in mothballs.)

The large shuttle deck (a design feature that would be retained in later conversions of cruisers to commando ships) allowed the ship to provide ready support to ground troops with heavy lifts of supplies. The additional transporters optimized the ability of the ship to get an initial foothold of Marines on the objective and reinforce them rapidly. The ship's ability to defend itself was, however, very weak.

After Y78, the ships were less able to operate in direct support of the more modern D4 class cruisers that became the top-line cruisers, and by Y98 they were relegated solely to internal security missions. They were the last D3 hulls in active service in the Deep Space Fleet, and were withdrawn and scrapped in Y110.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

Data: The 28 boarding parties include two commando squads and two heavy-weapons squads; 3 GCV; 4 GAS-Y; 1 HTS-Y.

NAMES: *Decimation, Devastation.*

SSD and counter are in *Module Y2*.

(YR3.12) D3J WARP-REFITTED PENAL CRUISER (D3J):

Almost emblematic of the Deep Space Fleet, these ships are one of the first variants of the D3 to appear in service. The first appeared in Y67, and by Y72 at least two more were in service. At least one D3 was converted to this design in Y76 to replace one of the original three that had been "lost in action". (While not clearly stated, it appears the ship's crew successfully mutinied when ordered to attack a Hydran task force in Y75. Before the mutineers could surrender to the Hydrans, other Deep Space Fleet units destroyed the ship.)

In Y82 the ships were found inadequate to the task, literally not survivable in mainline combat and were withdrawn from the Kzinti front. (Contrary to what other empires believed, the Klingons did not regard the ships as suicide units, but rather a means of expiating sins and returning to the fleet. That much was demanded to gain redemption led to their reputations as suicide ships.) Two of the ships were assigned to the gathering Romulan invasion force because they were considered adequate for the conquest of the backward Romulans. As with many other D3s, neither survived the initial fighting with the Tholians.

The last D3J served on the Empire's border with the Federation until Y96 when it suffered a failure of its warp drive system. By that time, parts to keep elderly D3s in operation were in short supply, and the ship was relegated to the Deep Space Fleet Academy as a training ship where it could remain relatively close to the remaining stockpiles (which were also being used by the D3Gs). In Y104, the ship was deemed simply uneconomical to keep in operation and it was scrapped.

Ships of this class had increased security systems to keep watch on the less-reliable members of the crew (which on these ships could well include the captain himself). Warp technology was not well advanced, and the boom did not have a warp pack, but was fitted with an enlarged impulse drive. These ships operate under the rules found in (R3.R5) prior to Y104. (The last ship would have a crew of officer cadets and while it would have a "poor crew" due to

inexperience, there would be no chance of mutiny. The ship would never leave the hex of the Klingon capital.)

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Despite, Gehenna, Leper Colony, Purgatory, Vainglory.*

SSD and counter are in *Module Y2*.

(YR3.13) F3I WARP-REFITTED POLICE FRIGATE (F3I):

Ships of this class were first provided to the Internal Security Forces as "squadron leaders" for sublight ships and some smaller warp-capable ships. At the time, they were the most powerful ships generally available to the ISF, and were adequate to the task as the Orion Cartel system was not then in place. Most piracy, such as it was, was committed by desperate men boarding one freighter from another freighter, and the F3I was both fast enough and heavily-armed enough to deal with such a situation.

Deep raids by opposing warships were rare in this period, even so, more than a few F3Is were destroyed while defending convoys near the front lines, something that became an increasing problem after early years ships began supplanting the warp-refitted ships.

By Y92, all remaining F3s, except a few variants, had been transferred to the ISF; none were ever placed in mothballs. The ISF recorded the loss of two ships of this class when the Tholians revealed themselves, and three more during the great Klingo-Tholian War. The last two were scrapped in Y106.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Action, Chase, Effort, Pursue, others.*

SSD and counters are in *Module Y2*.

(YR3.14) WARP-REFITTED PENAL FRIGATE (F3J): The first variant of the F3 to appear. The Klingons apparently converted eight F3s to this design. The first ship became operational in Y67, and two more appeared by Y68. Others were converted as replacements for the first three ships. Like the larger D3J (and other penal variants) the ships suffered more combat damage, and were lost more frequently than other ships of the general class. Three ships were lost fighting the Kzintis between Y67 and 82 (two booms were recovered), and two ships were lost in the Klingo-Hydran war of Y73 to Y75 (both booms escaped), and the Tholians destroyed a sixth in Y83.

In Y92, the remaining two F3Js were transferred to the Internal Security Forces where they continued to operate as penal ships. One of these was lost in Y95 as part of the great Klingo-Tholian War, and the second, and last, was destroyed by the Kzintis in Y105 (neither boom escaped).

Like the D3Js, the ships had expanded security systems. The ships also had the ability to separate their boom sections (the first small ships to have this ability). The increased security and the impulse engine were at the expense of the ship's lab facilities. These ships operate under the rules found in (R3.R5).

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, can hold any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Agony, Brig, Forsaken, Insufferable, Jail, Misery, Torment.*

SSD and counter are in *Module Y2*.

KLINGON EMPIRE EARLY SHIPS

(YR3.15) D4C EARLY COMMAND CRUISER (D4C): The Klingons operated their first D4s as command cruisers (faster and better armed than the D3s, but existing in fewer numbers initially). As the numbers of D4s (and F4s) increased, the Klingons saw the need for a dedicated command platform that was cheaper to operate than a DN but fast enough to keep station with the new D4s. To this end, a new variant of the D4 was produced. This ship included what was then a new (and highly experimental) system: the Auxiliary Power Reactor (similar reactors were being introduced in other fleets). While such reactors had been around previously, the new design was compact enough to be included in a ship (previous such reactors were larger, heavier, and required more shielding, rendering them suitable only for bases).

The drone racks on the D4C were still an ancillary system, intended for easy removal to allow more shuttles to be carried (unlike later command cruisers where the drone systems were permanent installations). From Y86, one in every five D4s built was of this design. One of the mysteries of the Klingon Empire is that the APRs were never back-fitted as a refit for new construction D4s, or installed on other D4s, or even D3s.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Damnfighter, Darefighter, Darkfighter, Dawnfighter, Deathfighter, Deedfighter, Deepfighter, Deftfighter, Demonfighter, Devilfighter.*

SSD and counter are in *Module Y2*.

(YR3.16) D4E EARLY SURVEY CRUISER (D4E): The Klingons built four D4s to this design. The first D4E was built in Y82 and intended as a replacement for a D3E that had been destroyed a decade earlier. The second was built in Y85 as a hasty replacement for the second D3E, which had been destroyed by the Tholians in Y83. The third D4E was built in Y90 as a replacement for the second D4E, which was destroyed by the Lyrans in Y88 in the incident that triggered the Second Lyran-Klingon War. The fourth D4E was built in Y91 as a replacement for the third D4E, which had mysteriously vanished.

Like the earlier D3Es, the disruptors were replaced with cargo and extra labs. The more efficient layouts of the D4 hull more than doubled the cargo capacity of the earlier D3Es, which, accounting for the improved technologies, greatly increased their operational range. Like the D3Es, the D4Es retained a single Type-F drone rack in the shuttle bay. Additional laboratory facilities were installed.

Unlike the later D6E and D7E class ships, the D4Es never really left the confines of what would be the Empire's final borders. There was, however, a lot of "unexplored" space within that region. The fourth D4E suffered an unexplained "incident" in Y122, and was deemed unsalvageable and scrapped. The D6E *Investigator* replaced the fourth D4E in Y125. The first D4E, the last one to remain in service, was continuing the survey of the Klingon-occupied parts of Hydran space in Y134 and was caught and destroyed by a Hydran task force. The D7E *Inquisitor* replaced it in Y137.

Special sensors small enough to be mounted on a starship had not been developed at the time this class of ships entered service.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Far Flyer, Far Searcher, Far Seeker, Far Walker.*

SSD and counter are in *Module Y2*.

(YR3.17) D4G EARLY COMMANDO CRUISER (D4G): By Y90, the Klingons were finding their warp-refitted commando ships an anchor on their operations. A major raid on a Lyran installation in formerly Hydran space had gone completely awry due to the failure of a D3G to reach the designated rendezvous on time. There was grumbling all through the Deep Space Fleet about the failures of warp-refitted ships in mixed operations, but the commando ships were the most egregious example of these problems.

In order to simplify operational conditions, the Empire produced the first ship of this class in Y94 and one more in each of the two succeeding years. Like the D3Gs, the ships had a relatively copious shuttle bay and extensive transporter facilities, but very limited armament (no better than the D3Gs, although there were greater power reserves and stronger shields). Unlike the D3G, the D4G design had more cargo storage.

All three of the original D4Gs were involved in the Great Klingo-Tholian War, but only two survived it. Both surviving D4Gs were sent to the Kzinti front in Y103 where one was destroyed by the end of that war.

In Y105, the Empire built one more D4G, and the two ships served typical roles until Y120 when, with the new D6 class coming on line, the same old problems surfaced: the D4Gs were too slow to work with the new D6s.

Much like the D3Gs before them, the D4Gs were eventually relegated to internal security assignments in Y135 (although like the D3Gs, they were never transferred to the

Internal Security Forces). They continued operating in that role well into the General War.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Data: The 28 boarding parties include two commando squads and two heavy-weapons squads; 3 GCV; 4 GAS-Y; 1 HTS-Y.

NAMES: *Orphanmaker, Sorrowmaker, Widowmaker*.

SSD and counter are in *Module Y2*.

(YR3.18) D4I EARLY POLICE FLAGSHIP CRUISER (D4I):

The Klingon Internal Security Forces (ISF) was given little respect by the Deep Space Fleet (DSF). (The feelings were actually quite mutual, which put considerable stress on coordination between the two services.) The Empire's internal political system demanded recognition of the head of the ISF, however, and he was assigned a cruiser as his "flagship", making him nominally equal to a fleet commander even if his ship was neither a dreadnought nor a command cruiser. At the insistence of the DSF, the "flagship" of the ISF was never a "first-line cruiser" (those being reserved to the DSF). When the D6 series entered service in Y122, a directive was issued to provide the ISF with a D4 to replace the aging D3I that was the current flagship. To this end, the last D4 that had been produced (after much grumbling by the DSF) was taken into the dockyard and converted to this design.

The ship is virtually identical to the D4 except that the disruptors are limited to a maximum range of fifteen hexes. The crew is also reduced slightly, as are the boarding parties, as the ship is not intended to conduct operations outside of the support of ISF forces.

The ship's primary operational purpose is to carry the commander of the ISF to areas where ISF units are having local difficulties so that he can apply his "command emphasis". In most cases, there are few problems that cannot be solved with the capabilities of a cruiser, even if the D4I is considerably less impressive than one of those newer D6s.

The ship was involved in several skirmishes, and was heavily damaged by Orion Pirates (an increasingly difficult problem within the Empire from Y120). By Y133, the ship was ready to be retired, having more parsecs on it than any other D4 that had served the Empire. It was replaced by a D6I and placed into mothball storage, and subsequently sold to the Romulan Star Empire in Y159.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Inspector*.

SSD and counter are in *Module Y2*.

(YR3.19) D4J EARLY PENAL CRUISER (D4J): By Y82, the D3J was found increasingly incompatible with the operations of the new D4 series ships. While D3s would continue to be a significant part of the Deep Space Fleet for most of the next decade, there were operations that called for the use of a penal ship and the D3Js simply were not fast enough. The Empire commissioned the first D4J in Y84. Like the D3J, the ship had additional security personnel and an enlarged impulse engine in the boom section. It was otherwise a fully capable D4 cruiser.

The first D4J remained the only ship of its type until Y89, when a second ship was added. The second ship, however, was lost at the start of the Great Klingo-Tholian War in Y92.

By Y94, two more D4Js were in service, but one was lost in the assault on Tholia in Y98. The two remaining ships

suffered very heavy damage and spent a lot of time in and out of the dockyards during the war, but managed to survive.

In Y103, one ship was left facing the Tholians while the second, and another new construction D4J, were sent to the Kzinti front. The two ships never operated together, but the new ship was forced to separate its boom section in Y105. The boom was attached to a new rear hull in Y106.

In Y107, two more D4Js were commissioned so that the DSF had five all told. One D4J was assigned to the Kzinti Border Fleet, a second (formerly on the Tholian frontier), was assigned to the Federation Border Fleet, the third to the Lyran Border Fleet, and the fourth was sent to operate in the former Hydran space, while the fifth was held in reserve. (The ships rotated through the reserve as a result of heavy damage, and at one point three were undergoing repair simultaneously.)

The five ships continued operations [three were upgraded to the LD4J design beginning in Y120 (R3.151)] through Y135 when the D4J in Hydran space was destroyed by the Hydrans, along with the D4J assigned to the Lyran Border Fleet, which had been sent to reinforce the collapsing occupation fleet.

Two of the LD4Js were placed into mothballs in Y142 [see (R1.151)] and the fifth ship was destroyed during the Four Powers War.

These ships operate under the rules found in (R3.R5).

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Despite, Gehenna, Leper Colony, Purgatory, Vainglory*.

SSD and counter are in *Module Y2*.

(YR3.20) D4N EARLY DIPLOMATIC CRUISER (D4N): This class of ship amply demonstrated that the Klingon Empire was a firm believer in the ancient Earth adage: "Diplomacy comes from the mouth of a cannon." The ships served a dual role, the most obvious (which the Klingons would tell you with a perfectly straight face was the only reason) was the rapid and "protected" transport of the Empire's ambassadorial elite on their appointed rounds. The other equally obvious (and denied by Klingon diplomatic personnel, again with a perfectly straight face) reason is that a cruiser orbiting a less advanced world with its weapons ready to fire is a powerful influence on the local government to make a deal with the Klingons.

The first ship of this class appeared in Y81, and the second was about a decade behind it. The ships almost (the operable word here is "almost") never engaged in direct combat. It is known that one of them was badly shot up after a "diplomatic discussion" with the Kzintis in Y105 (which may explain why the next time the Klingons sent an ambassador into Kzinti space during a shooting war, he went on a dreadnought).

The first D4N was destroyed by an Orion Pirate attack in Y125, while the ambassadorial team was on the surface of a planet negotiating. The Klingon government refused an Orion demand for ransom of the team, and nothing more was ever heard of the Ambassador or his staff. The Klingons produced a D6N the next year to replace the ship.

The second D4N was lost in combat with the Hydrans in Y135 when it could not get out of Hydran space quickly enough. (The Klingons claim a Hydran invitation to negotiations had been a ruse, the Hydrans claim there was no invitation and the ship was a legitimate target.)

The ship had no drone racks, but operated two ambassadorial shuttles (richly appointed to overawe the locals) and a GAS-Y shuttle [replaced with a standard GAS in Y124 (advanced prototype) and later]. The crews of the D4Ns were always composed solely of Klingons with impeccable

records (to assist in awing the natives); there is no chance of mutiny on any D4N. The ship can control a number of seeking weapons equal to half its sensor rating.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Dictator, Demagogue*.

SSD and counter are in *Module Y2*.

(YR3.21) F4G EARLY COMMANDO FRIGATE (F4G): Two F4s were converted to this design in Y84 to supplement the D3Gs. The ships carried very nearly the same number of boarding parties as the D3Gs, but only at the expense of very cramped conditions aboard ship. The F4Gs were able to keep up with the D4s in combat operations, but their small size and weak armament made them vulnerable to destruction (as with any small ship in a battle between larger ships). The relatively restricted ability of the ship to land Marines only exacerbated this problem (it had less than half the shuttle and transporter capacity of a D3G and very nearly the same number of ground troops to try to land).

Records indicate that between Y84 and Y119, eight ships of this class had been built, or converted, and four had been lost in combat. In Y120, another three existing F4s were converted to fill the need until enough E4s would be in service to begin diverting them to the commando ship mission. Three F4Gs survived to Y134, when they were transferred to the ISF and used only for internal security missions. By Y165, none remained in service; it is unclear if they were destroyed or scrapped.

The F4G was best used for small commando operations, but too many task force commanders felt compelled to use it in major operations where it did not belong because the D3G was too slow and there were not enough D4Gs. That any F4Gs survived to Y119 is a testament to the skill and courage of the captains of these little ships.

Data: the 26 boarding parties include two commando squads and two heavy-weapons squads; 1 GCV; 1 GAS.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Raid, Senior Sergeant Kori*.

SSD and counter are in *Module Y2*.

(YR3.22) F4J EARLY PENAL FRIGATE (F4J): This was the first variant of the F4 to appear. The Klingons apparently constructed ten F4Js. The first ship became operational in Y75, and two more appeared by Y77. Others were converted as replacements for the first three ships. Like the larger D3J (and other penal variants) the ships suffered more combat damage, and were lost more frequently, than other ships of the general class. The Tholians destroyed one ship in Y83 while it was engaged in trying to find out what was going on. Two more F4Js were destroyed in the great Klingo-Tholian war. None of the booms of the ships lost fighting the Tholians were recovered. The Kzintis destroyed two during the Second Klingo-Kzinti War (one boom was recovered). The Federation destroyed one early in Y111, but returned the survivors of the ship that asked to be repatriated after capturing the boom. Another was lost in the Klingo-Tholian incident of Y114, but the boom was recovered. The Hydrans destroyed two F4Js in Y134-135 (one boom was recovered) while regaining their Kingdom.

Like the F3Js, the F4Js had expanded security systems and the ability to separate their boom sections. The increased security and larger impulse engine were at the expense of the ship's lab facilities. Also like the F3Js, the surviving F4Js

were transferred to the Internal Security Forces (ISF), but not until Y139. The ISF gave up the ships (in favor of E4Js) in Y144 and they were placed in mothballs until Y159 when they, along with eighteen other F4s of various types, were sold to the Romulan Star Empire.

These ships operate under the rules found in (R3.R5).

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Agony, Brig, Forsaken, Insufferable, Jail, Misery, Torment*.

SSD and counter are in *Module Y2*.

KLINGON EMPIRE EARLY PODS

(YR3.23) P-YP2 EARLY POWER BOOST POD (P-YP2): This pod, available from Y91, had two phaser-3s powered by an impulse engine, and large battery decks to reinforce a facing shield under attack. Cargo capacity was reduced by 50%. An upgraded version using the new auxiliary power reactors would enter service in Y124.

NAMES: Pods were assigned numbers and were not given formal names, but sometimes had informal names.

SSD is in *Module Y2*; use any Klingon pod counter.

(YR3.24) P-YT3 EARLY TROOP TRANSPORT POD (P-YT3): A cargo pod heavily modified to carry a reinforced Marine battalion and land it directly to a planet's surface after being released by the tug. The pod is a fully operational sublight ship in its own right, but its shield boxes and tracks are added to those of the tug while it is attached.

Data: The 44 BPs include two commando squads and four heavy-weapons squads; 4 GCV; 2 GAS.

This pod can land by the gravity landing system (P2.432).

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: Pods were assigned numbers and were not given formal names, but sometimes had informal names.

SSD is in *Module Y2*; use any Klingon pod counter.

KINGDOM'S EBB

by Scott Moellmer

Cargo hold, Unlicensed Cargo Ship **PM856**
Somewhere deep in Hydran space, Late Y86

"Did you know you can smell despair?"

Hocs stirred, shaken from her thoughts by the odd statement. Her brother Huce looked at her, through the heavy atmosphere that would have been dank and murky to most alien species, but was clear as day to the senses of her people. Few others in the crowded, filthy cargo area around them seemed to notice, or care about anything the two said.

"What are you talking about?"

"It's bitter, and kind of oily. Can't you smell it, Hocs?"

Hocs considered her brother, lately of His Majesty's Marines, now one of the many nameless refugees trying to stay alive, as the Klingon-Lyran invasion advanced deeper into Hydran space. Then her eyes passed over the huddled masses of people, eating what they had salvaged, suffering in the intense heat of 175 degrees below zero.

"I'll admit, hiding in an alien ship, paying these criminals to help us escape, and hoping the Klingons don't find and kill us, isn't the most hopeful of prospects. But if you just give in . . ." Her words trailed off, as it appeared Huce was not really listening to her any more, and had rolled over on a scrap of blanket, apparently trying to go back to sleep on the hot floor.

Hocs shook her head, both mouths sighing. How had it come to this? Little more than a decade before, they had been part of the glory days of the Hydran Navy, smashing the Klingon ships, and forcing a peace on them greatly to Hydra's favor. They'd even made the guilds happy by selling vast amounts of war material to the Klingons, at inflated prices of course, to pad the guilds' coffers.

Hocs had heard that the Klingons had defeated their other foe, the Kzintis, and had built newer ships since the last war. But even as one of the Kingdom's most visionary engineers, she'd somehow failed to foresee those factors coming together as they had. Humiliated by their earlier defeat, free to fight on a single front, and now possessing newer and better ships, the Klingons had come storming back. The opportunistic Lyrans had begun grabbing their own shares of Hydran space. (Hocs shuddered, thinking of the vicious fangfaces. The rumors *couldn't* be true, could they?) Even the rebuilt ship classes the Kingdom had now could not hold them. Huce had told her of the battle that ended his active service . . .

Bridge, Hydran Destroyer **Hepak**
not far from the Hydran capital, three months earlier

"Status?" asked the somehow still calm voice of Captain H'rulk.

Margrave, his Executive Officer, replied. "#2 shield down, #1 half strength. Right nova cannon destroyed, as well as half the phasers. Massive damage to crew quarters and storage, tractors offline, and engines at 50%. Those drones hurt us badly."

He marveled once more at his captain, who never seemed to get upset or desperate, no matter how dire a situation became, then turned back to his console whose alerts indicated more danger from the ships swirling around them.

Huce, in his Marine battle armor near the main turbolift, watched them both. Two of his tentacles were badly hurt, after his impact with the bulkhead when the scatter-pack hit. They'd used up their single mine earlier against another

drone swarm, and the medium-range battering they were taking, mainly from the cruiser that had seemed to pick them out for a target, had weakened their shields and energy reserves.

The phasers hadn't stopped enough of the missiles, and the results were ominous. Huce didn't know what triple-cursed alien had thought up shuttles stuffed with drones, but he heartily hated the edge they were giving the Klingons now. They'd wait until they had worn you down and sapped your speed, then came the drones.

A brief flare of energy from the main screen brought more bad news. "Hruck is destroyed, Captain. This is getting completely out of hand. We must retreat!" urged Margrave.

"To where?" whispered H'rulk, almost to himself. Then he straightened. "Starboard turn, increase speed to maximum! Target the cruiser when at 20k range!"

"Captain, that frigate is coming up to short range on our starboard flank . . ."

"Don't worry, I've been keeping an eye on it, the weapons won't cycle until we'll have a fresh shield showing."

Margrave's slight grin of relief turned to horror when the sensor tech shouted "Captain! Sensors show the frigate is a commando variant! Facing shield on Klingon frigate is down! Transporter activity!"

Huce instinctively started toward his Captain as fuzzy shapes began to materialize on the Bridge. Armored aliens began firing, even as Huce's fusion pistols tore a hole through one's torso, and his sharp blade impaled another's neck. A flash of gratitude for having more limbs to fight with than his Klingon foes was cut short when a burst of agony hit his side. Turning slowly, he saw a dark grinning face, white teeth clenched in victory, as the dagger was withdrawn, his lifeblood gushing out as well. The Bridge grew dark, and the last thing Huce saw was H'rulk falling to another disruptor blast . . .

Unlicensed Cargo Ship **PM856**

Hocs looked again at her brother's long scar. He had survived, and had eventually recovered, physically at least. But the trauma had changed him, and everything in his life was dark and dying now. Reaching out with two tentacles to offer a reassuring touch, Hocs was startled when Huce jerked violently, then threw himself at his sister, screaming insults at her.

"And YOU! You . . . engineers! You can't even design ships with a decent long-range weapon! And the weapons you *do* give us can't focus all their firepower anywhere but straight ahead! The Klingons are not *stupid*; they *know* these things! It winds up being our cannons against their phasers, their disruptors, and the Lyran force spheres. So we have to close hard, and now against superior numbers. You've left us to *die*!" In a surge of panicked energy, Hocs threw her brother off. Her frustration boiled over as well, and though she knew it wasn't Huce's fault, she raged back with her own anger.

"What do you *want* from us? Do you think we're deliberately giving you second-rate weapons? Sure, let's build more of those hellguns than we have materials for. Or maybe we could weld a nova cannon on the front of our shuttles, and send them to give you some cover. Of course, they're so slow, have no shields, we'd need some seriously suicidal idiots to fly them into battle, but hey, you're the *military*, you have no shortage of *those*!"

Both siblings wound down, panting, and looked ashamed. Muttered apologies were exchanged, and family tentacles squeezed reassuringly. Huce looked up with a thought. "Maybe we could steal . . .?"

Continued on Page #40 . . .

(YR4.0) ROMULAN EMPIRE UNITS**ROMULAN STAR EMPIRE WARSHIPS**

(YR4.8) KINGBIRD COMMAND CRUISER: The Warbird design comprised the backbone of the Romulan fleet from the earliest Romulan wars until the General War. Approximately one in every six Warbirds was completed as a Kingbird command cruiser. The ships operated both in fleets led by the handful of Vulture dreadnoughts, and as command ships of supporting fleets and even independent task forces. While smaller, the fact that it carried only one plasma-R torpedo allowed it to mount the same laser armament as the Vulture.

The various Romulan great houses vied assiduously to gain and maintain control over these ships, often to the detriment of ongoing operations. (At one point in Y67, House Casifax refused to allow three Kingbirds to deploy to the Gorn front citing “local defense needs” after the raids by Gorn Vanguard Teams. It is unlikely this alone contributed to the final Romulan defeat in Y68.)

The Kingbird was only a minor improvement over the Warbird, but its slightly better shielding and all-around lasers gave it an edge in surviving Gorn atomic missiles, although this edge was of limited use against Gorn plasma torpedoes. New ships were built as late as the Y170s to the same basic design (although most were converted to King Eagles during construction from Y170). Shields were added before the start of the Second Gorn-Romulan War; this ship always carried the huge nuclear space mine (M2.72).

NAMES: *Audax, Audacia, Carniflex, Exibium, Sanquinarius*, others.

All of the Kingbird SSDs are combined into a single page in *Module Y2*; a KB counter is provided.

(YR4.8A) BOLTED KINGBIRD (SLKB): Appearing during the Second Gorn-Romulan War, this improvement of the already-venerable Kingbird was able to bolt its R-torp to a maximum range of 50,000km. The ships were tactically limited by their short-ranged lasers and low speeds. One favorite tactic of the Romulans was to land on a disputed planet, effectively turning their ships into ground-based plasma bolts to keep the Gorns at bay. Tractors: Type-S (Range 0, rear arc towing only).

(YR4.8B) MASKED KINGBIRD (WKB): The new technology (masking device and seeking torpedoes) was added in Y88, and these ships were the majority of the command units of the devastating Romulan invasion of Gorn space during the Third Gorn-Romulan War. The Romulans then “dug in” on key planets, where their seeking plasma torpedoes made Gorn counter-attacks expensive and tedious. Tractors: Type-W (Range 1, rear arc, towing only).

(YR4.8C) VEILED KINGBIRD (YKB): The veiling device became available in Y119, and was a marked improvement for the Kingbird, making it more survivable against the recently-improved Gorns. As always, these ships led most of the supporting and independent operations during the Fourth Gorn-Romulan War. Tractors: Type-W (Range 1, rear arc, towing only).

(YR4.8D) CLOAKED KINGBIRD (KB): The cloaking device did not replace the veiling device until Y140, which is beyond the scope of early years, but this did make the Kingbird much more effective and brought it very near the familiar KE design. Tractors: Type-W (Range 1, rear arc, towing only).

(YR4.9) WARBIRD FREIGHT CRUISER: The primary means the Romulan Star Empire used to move cargo was huge numbers of very small sublight freighters (YR4.11). For cargoes of greater importance, the freight cruiser was used. The ship had additional internal bracing that enabled it carry an external cargo pallet. (Cargo pallets can only be carried by Romulan ships designated as able to do so, i.e., they cannot be added to standard Warbirds or Kingbirds or Vultures, etc.) The freight cruiser could only carry one pallet at a time. The cargo pallet (R4.30A) operates the same as the one on the Freight Eagle (R4.30), and is in fact the same pallet. Approximately 5% of Warbirds were built as this ship type (or the commando or survey variants of this type). The ships principally operated in combat zones, usually rendezvousing with sublight freighters to swap empty pallets for full ones to be taken to forward resupply points. This freighter cruiser was larger, had better shields, and was armed (however weakly), and could therefore risk going where the sublight freighters should not be hazarded.

New ships were built as late as the Y170s to the same basic design that first appeared in the Y20s. Shields were added before the start of the Second Gorn-Romulan War; this ship always carried the huge nuclear space mine (M2.72).

NAMES: Warbird freight cruisers were numbered and not named, although some had informal names.

All of the Warbird Freight Cruiser SSDs are combined into a single page in *Module Y2*; a WBF counter is provided.

(YR4.9A) BOLTED WARBIRD FREIGHT CRUISER (SWBF): Appearing during the Second Gorn-Romulan War, this ship had received upgrades to its shields (see the SSD). This upgrade is referred to as “bolted” even though the ship had no torpedo. Tractors: Type-S (Range 0, rear arc towing only).

(YR4.9B) MASKED WARBIRD FREIGHT CRUISER (WWBF): The new technology (masking device) was added in Y88. The ships might have enjoyed considerably more success in delivering their supplies if the masking device could have been run continuously, but there was never enough fuel to do so. As it was, freight cruisers intercepted by Gorn raiders frequently tried to conceal themselves and just hope that the raider would not have enough time to find them. Tractors: Type-W (Range 1, rear arc, towing only).

(YR4.9C) VEILED WARBIRD FREIGHT CRUISER (YWBF): The veiling device became available in Y119, and was a marked improvement for the freight cruiser, giving it a better chance to avoid destruction by raiding Gorn ships. Despite that, a number of these ships were intercepted and either badly damaged and forced to abort their resupply missions, or destroyed. This helped the Gorn Confederation win the Fourth Gorn-Romulan War. Tractors: Type-W (Range 1, rear arc, towing only).

(YR4.9D) CLOAKED WARBIRD FREIGHT CRUISER (WBF): The cloaking device did not replace the veiling device until Y140, which is beyond the scope of early years, but this did make the freight cruiser even more effective and brought it very near the familiar FE design. Tractors: Type-W (Range 1, rear arc, towing only).

(YR4.10) WARBIRD COMMANDO CRUISER: The single most common variant of the freight cruiser, accounting for about a third of those produced. The ship carried a half cohort of troops and was capable of delivering them directly to the surface of a planet by landing. The problem, as always, was their speed. They were really only successful in landing their troops if they were not opposed. If spotted by the Gorn Confederation, they were difficult to protect.

Most commando cruisers spent their time rotating garrisons or delivering replacement personnel and carrying supplies in company with freight cruisers.

With the development of various devices to reduce their visibility (after the Second Gorn-Romulan War), the situation changed. The ships sometimes hid while other units openly approached an objective, revealing themselves only as they entered atmosphere to make planet-fall. This was usually only successful at the start of each war, as the Gorn Confederation quickly learned to track the movements of Romulan ships equipped with the new technology and focus on them.

These were steadily-refitted as the years passed. New ships were built as late the Y170s to the same basic design that first appeared in Y20. Shields were added before the start of the Second Gorn-Romulan War; this ship always carried the huge nuclear space mine (M2.72).

Data: The 24 BPs include two commando squads and two heavy-weapons squads; 2 GCV; 2 GAS-S.

The cargo pallet (R4.30A) operates the same as the one on the Freight Eagle (R4.30), and is in fact the same pallet.

NAMES: Warbird commando cruisers were numbered and not named, although some had informal names.

All of the Warbird commando cruiser SSDs are combined into a single page in *Module Y2*; a WBC counter is provided.

(YR4.10A) BOLTED WARBIRD COMMANDO CRUISER (SWBC): Appearing during the Second Gorn-Romulan War, this improvement had received upgrades to its shields (see the SSD). This upgrade is referred to as “bolted” even though the ship had no torpedo. Tractors: Type-S (Range 0, rear arc towing only).

(YR4.10B) MASKED WARBIRD COMMANDO CRUISER (WWBC): The new technology (masking device) was added in Y88, and several of these ships slipped into Gorn space ahead of the main Romulan fleets to silence Confederation listening posts. Tractors: Type-W (Range 1, rear arc, towing only).

(YR4.10C) VEILED WARBIRD COMMANDO CRUISER (YWBC): The veiling device became available in Y119, and was a marked improvement for the commando cruiser, allowing it to remain concealed against the recently-improved Gorn ships until it was safe to make planet-fall. Tractors: Type-W (Range 1, rear arc, towing only).

(YR4.10D) CLOAKED WARBIRD COMMANDO CRUISER (WBC): The cloaking device did not replace the veiling device until Y140, which is beyond the scope of early years, but this did make the commando cruiser much more effective and brought it very near the familiar CE design. Tractors: Type-W (Range 1, rear arc, towing only).

ROMULAN STAR EMPIRE SUBLIGHT FREIGHTER

(YR4.11) SUBLIGHT FREIGHTER (FRT): The backbone of the Romulan logistics system, these small ships were designed to use the standard fleet cargo pallet. The size of the cargo pallet was inefficient, but the ability of these ships to land them directly onto a planet overcame much of that inefficiency. Pirates found them easy prey, and only the desire of the pirates to rob them again and again kept them from being annihilated. Sublight freighters do not have tractor beams and can only exchange pallets by docking to a base, or by working with a ship (such as a freight cruiser) which has a tractor beam, or landing on a planet.

This unit can only carry T-bombs or NSMs as cargo.

Designed by Jeremy Gray.

Module Y2 includes one SSD with three of these ships as a small convoy. There are three counters in *Module Y2*.

(YR4.F) ROMULAN EMPIRE SUBLIGHT SHUTTLES

(R4.F01) OLD SUBLIGHT SHUTTLE: The Romulans used sublight shuttles (and ships) far longer than any other empire. These were not limited to admin shuttles. Prior to the Treaty of Smarba the Romulans operated nearly the full range of shuttles, although they were sublight only and generally unarmed. The shuttles presented here can be used by any empire, but are always used by the Romulans prior to Y160.

Sublight shuttles move at a speed of one hex per turn, have no weapons, or offensive potential in ground combat, except as noted. They cannot be used as suicide or scatter-pack shuttles, but otherwise operate as shuttles of their respective types.

(YR4.F3) SUBLIGHT GROUND ASSAULT SHUTTLE (GAS-S): This shuttle has the carrying capacity and ground combat value of a standard GAS.

(YR4.F4) SUBLIGHT HEAVY TRANSPORT SHUTTLE (HTS-S): Has the carrying capacity of a standard HTS.

(YR4.F5) SUBLIGHT GROUND BOMBARDMENT SHUTTLE (GBS-S): Has the ground combat value of a standard GBS.

(YR4.F6) SUBLIGHT HEAVY ASSAULT SHUTTLE (HAS-S): This shuttle has the carrying capacity and ground combat value of a standard HAS.

(YR4.F7) SUBLIGHT PROSPECTING SHUTTLE (PROS-S): Can operate prospecting charges as provided under (E19.0). Can only operate from asteroid mining facilities; it cannot be assigned to any unit not engaged in asteroid mining.

(YR4.F8) SUBLIGHT HEAVY FREIGHT SHUTTLE (HFS-S): This shuttle has the carrying capacity of a standard HFS.

(YR4.F9) SUBLIGHT VERY HEAVY FREIGHT SHUTTLE (VFS-S): Has the carrying capacity of a standard VHF.

(YR4.F10) SUBLIGHT YACHT (VIP-S): This shuttle has the carrying capacity of a standard VIP.

(YR4.F11) SUBLIGHT LARGE YACHT (LVP-S): This shuttle has the carrying capacity of a standard LVP.

(YR4.F12) SUBLIGHT RECOVERY SHUTTLE (RSH-S): This shuttle has the carrying capacity of a standard RSH.

(YR4.F13) SUBLIGHT HEAVY RECOVERY SHUTTLE (HRS-S): Has the carrying capacity of a standard HRS.

(YR4.F14) SUBLIGHT SALVAGE SHUTTLE (SVS-S): This shuttle has the carrying capacity of a standard SVS.

(YR4.F15) SUBLIGHT RESCUE SHUTTLE (RS-S): This shuttle has the carrying capacity of a standard RS.

(YR4.F16) SUBLIGHT MINELAYING SHUTTLE (MLS-S): This shuttle has the carrying capacity of a standard MLS; it can lay mines as an MLS, but does not appear before Y150.

(YR4.F17) SUBLIGHT MINESWEEPING SHUTTLE (MSS-S): Has the carrying capacity of a standard MSS; it can sweep mines under (M8.3), but does not appear before Y150.

(YR5.0) KZINTI HEGEMONY UNITS

KZINTI HEGEMONY TUGS

(YR5.8) EARLY TRANSPORT TUG (YTG): The Kzintis were slow to develop a faster tug, continuing to use the slower warp-refitted tug until Y119. There were several reasons for this.

One reason was that Kzinti warp engineers had severe problems getting the balance right with less than three engines. (This was one of the main reasons, although not the only one and possibly not even the primary one, why most Kzinti ship designs use three engines.)

Another was that efficiency in moving cargo required at least two pods be carried, and the newer ship designs were not optimized for that purpose. This may have had something to do with the harmonics of three engines interfering with the movement of the pods. As would be seen with the MTT, DWT, and FFT in later years, it was possible to design a three-engine tug that could carry a single pod. Most tugs that would carry more than a single pod (or pallet) would have only two engines.

Another reason was that tugs were not combatant ships, and simply did not need to be any faster than they were. The Kzinti's conflicts with the Lyrans, Carnivons, Klingons, and Federation did little to dissuade them from that opinion, as deep raids behind the line of contact were very rare in those conflicts. The Usurper War in Y116 was another matter. With forces constantly shifting alliances, actions frequently hung on the fate of a tug. The earlier warp-refitted tugs simply were not fast enough, or well-protected enough, to survive being attacked by relatively minor forces.

After that experience, a radical upgrade to the earlier warp-refitted tug was undertaken, increasing both speed and protection, although armament was only slightly upgraded.

The YTG was capable of the mission, but proved expensive to operate due to the armor systems that were inherent in the design. The expense led to the design of the transport tug (R5.12) which dispensed with the armor, but included more defensive (and offensive) weapons. At least one YTG (some records say two) remained in service at the start of the Four Powers War, but it did not survive that conflict.

The YTG can carry one pod on its centerline, or two pods side-by-side (as shown on the SSD). It cannot operate at any speed faster than one if it has only a single pod not on the centerline.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: Kzinti tugs were numbered and not named, although some had informal names.

SSD and counter are in *Module Y2*. The SSD shows the early transport tug using all of the shaded boxes. Note that the shaded phaser is a phaser-2-FA and not a phaser-3-FA.

(YR5.8A) WARP-REFITTED TRANSPORT TUG (WTG): The Kzintis realized early in their history in space (perhaps because of their choice of expendable drones as their primary armament) that they would need a system to move large volumes of supplies. There are some indications that the first warp-powered warships were actually modified versions of this (and smaller) tug designs, rather than the norm followed by most empires of developing a warship and then a tug derivative.

As would remain a standard throughout most of their early history, the Kzintis did not heavily arm their tugs, considering them to be too important to risk in combat. With the speed of early drones, the tugs were able to effectively flee from pursuing warships or engage their drones if it became necessary. Contact with the Carnivons, Lyrans, and Klingons did little to alter this perception, although the direct-fire capabilities of these empires usually resulted in disaster for any tug trying to fight a cruiser.

There were no lab spaces as these had no utility for a ship designed to keep moving on its appointed rounds.

The WTG can carry one pod on its centerline, or two pods side-by-side (as shown on the SSD). It cannot operate at any speed faster than one if it has only a single pod not on the centerline.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: Kzinti tugs were numbered and not named, although some had informal names.

SSD is combined with the SSD of the YTG in *Module Y2*. Delete the shaded boxes except that the shaded phaser is retained as a phaser-3-FA; use the YTG counter.

KZINTI HEGEMONY EARLY WARSHIPS

(YR5.9) EARLY DRONE FRIGATE (YDF): Type-III drones, with their long range (25 turns), were considered something of a novelty item when they first appeared in Y83. Their most useful aspect was that, if they could get close enough, they would continue chasing a target with no further guidance. This was useful if the target was stationary or relatively slow moving (like most early freighters). Their greatest use was seen by ground bases and other bases that could use them to keep a raider away by filling the sky with a barrier that at least had to be gotten around. They were only rarely used by ships.

This changed in Y93 when scientists introduced systems to extend the range of the drones. These, when added to Type-III drones made them larger, but also quadrupled their range (to a then staggering 12,000,000 kilometers). While the relatively slow speed of the drones still made them best able to engage stationary or at least slow moving targets, the ability to build up waves of drones to strike such targets was quickly found useful. This led to the design of the drone bombardment frigate. The ship was optimized to do just one thing: launch drones. Studies had concluded that the minimum launch rate to create effective bombardment was at least three drones per cycle, requiring the ship to have at least six drone racks to sustain the bombardment (three racks launching while the other three were being reloaded). To accomplish this, habitability on the frigate was greatly reduced (making the ships unpopular among their crews). Worse, the ships were generally held back out of direct combat (which made them, at least among the Kzintis crewing them, even less popular).

There were never more than six frigates of this class in service at any one time (mostly due to the difficulties in keeping them re-supplied with the Type-IIIXX drones). Early bombardment missions were difficult due to the lack of special sensors to support the operation. The YFDs were instructed to go to a particular location and launch their drones according to programmed instructions. The instructions were based on intelligence estimates gathered by the special sensors on bases, or by contact reports from units that had engaged a target earlier, or were simply harassment missions against enemy bases or planets.

At least ten YFDs were lost in combat between Y100 and Y140 when the last two were assigned to the Baron's Fleet. Both were scrapped by Y145. Most were lost when they were attacked while in the middle of a bombardment mission, but at least a few were taken into direct combat where enemy combatants quickly targeted them.

This ship can control a number of seeking weapons equal to its sensor rating.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: Kzinti frigates were numbered and not named, although some had informal names.

SSD and counter are in *Module Y2*.

(YR5.10) EARLY LIGHT CRUISER (YCL): Designed and built as a cheaper alternative to the YCS, the YCL could not be regarded as a successful design. The Hegemony, however, built a number of them to replace the WCAs of "less-favored" feudal lords. They were slower than the YCSs and YCCs, which often led to them being assigned independent missions rather than serving as part of the main battle force (and allowing them to slow the other ships). That they were often found in such battle forces had more to do with their availability than with the desire of knowledgeable commanders to have them present.

It should be noted that the later CL design was not much better (if slightly better armed and faster), which may have indicated a serious deficiency in Kzinti ship design for the mission of an intermediate ship between a full cruiser and a destroyer. This flaw was not overcome until the CM entered service.

The last YCLs were destroyed, or scrapped, during the Four Powers War; the CL had mostly replaced them before that time.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Gunslinger, Knifeslinger, Magician, Mystery, Phantom, Shadowchaser, Warlock*, others.

SSD and counters are in *Module Y2*.

KZINTI HEGEMONY WARP REFITTED SHIPS

(YR5.11) WARP-REFITTED DREADNOUGHT (WDN): A conversion of the Kzinti sublight dreadnought, it was a relatively powerful combatant for its time, albeit like most such conversions seriously lacking in power to both move and fight at the same time. Records are unclear if the Kzintis converted two ships of this class or three (some claim four). It is known that one served as the Patriarch's flagship before Y84, and it is possible that this ship is double reported (perhaps having been transferred to the Duke, and being renamed, when the Patriarch decided to fly his flag from a YCC).

The ships served as the centerpieces of major task forces at least until Y87, when they were relegated to "secondary operations". At least one was reportedly lost in combat (the circumstances were, however, vague, not even mentioning who the enemy was). The last ship of the class was scrapped in Y100.

This ship can control a number of seeking weapons equal to double its sensor rating.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Nobility, Royalty, Yeomanry*.

SSD and counter are in *Module Y2*.

(YR5.12) WARP-REFITTED COMMAND CRUISER (WCC): Designed to coordinate the operations of a task force, its principle advantage was its greater drone throw-weight (it had two Type-C racks and two Type-B racks, and associated deeper stockpile of reloads compared to the WCA). Records are pretty clear that there were four ships of this class.

Their run as Queens of the Fleet was brief, as they started being superseded by the YCS in Y79, even before the YCC entered service. By Y88 all four had been destroyed or scrapped.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Autarch, Oligarch, Patriarch*.

SSD and counter are in *Module Y2*.

(YR5.13) WARP-REFITTED COMMANDO DESTROYER (WDG): One of the earliest variants, this conversion of a warp-refitted destroyer was used to rush troops where needed in less time than a troop freighter could get them there. There were always a lot of little problems that could be solved with a couple of companies of Marines, if they could arrive before the situation got out of control.

Several efforts to use these ships for raids on enemy installations had some successes, but after Y86 WDGs sent on raids on neighboring empires were usually trapped and destroyed by enemy reaction forces while trying to get back to Hegemony space. The ships simply lacked the weapons to defend themselves, and enemy reaction forces were faster, and often too powerful for any supporting ships to do any more than abandon the WDG to its fate.

At least two ships of this class were still in service at the start of the Four Powers War, being used by the Kzinti police forces to move Marines within the Hegemony to planets where "the natives were restless". Neither survived the Four Powers War.

Data: The 26 boarding parties include two commando squads and two heavy-weapons squads; the ship has 1 GCV and 2 GAS-Y shuttles.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: Kzinti commando destroyers were numbered and not named, although some had informal names.

SSD and counter are in *Module Y2*.

KZINTI HEGEMONY EARLY LIGHT CRUISER VARIANTS

(YR5.14) EARLY LIGHT DRONE CRUISER (YCD): Experience with the YDF indicated that a larger ship might be needed for a more sustained bombardment. Based on the YCL, this design appeared in Y99. The larger hull provided more volume for drone supplies (which included the needed systems to move the drones from storage to the drone racks) as well as retaining habitability.

Records indicate that at least four ships of this class were constructed, and two remained in service at the start of the Four Powers War. While slower than the DFs and CLDs that had supplanted them, they were still able to capitalize on the standoff range the drones gave them to survive an interception by enemy ships long enough to disengage.

This ship can control a number of seeking weapons equal to double its sensor rating.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Archer, Assassin, Sniper, Thrower*.
SSD and counter are in *Module Y2*.

(YR5.15) EARLY LIGHT COMMANDO CRUISER (YCG): In response to the losses of WDGs during raids on opposing empires, the Kzintis produced this variant of the early light cruiser. The ship carried most of a battalion, and on special missions might carry a full battalion plus additional attachments. The greater speed made it more likely to escape hostile reaction forces, which ships of this class did several times (although with less success after Y124). While better armed than the WDG (if for no other reason than its size), that was not saying much. It was better able to land supporting equipment due to the greatly expanded shuttle bay, which allowed the use of an HTS shuttle as standard equipment.

Data: The 30 boarding parties include two commando squads and three heavy-weapons squads; the ship has 3 GCVs; 2 GAS-Y; 1 HTS-Y.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Darksong, Thundersong*, others.
SSD and counter are in *Module Y2*.

KZINTI HEGEMONY PODS

(YR5.16) EARLY SELF-DEFENSE POD (P-YSD-4): While recorded by the Federation as the fourth pod used by the Kzintis, this was actually their second pod type (the first being their standard cargo pod). As with most self-defense pods it sacrificed cargo for weapon systems. The pod was a considerable tradeoff for a YTG or WTG as it required a lot of power to use the weapons, which slowed the ship, making it more vulnerable to attack. The Type-E drone racks were used to fend off drones launched by attacking ships.

NAMES: Pods were assigned numbers and were not given formal names, but sometimes had informal names.

SSD is in *Module Y2*; use any Kzinti pod counter. Note that the SSD includes two copies of the pod so that a tug might have two, or one and a cargo pod.

(YR5.17) EARLY TROOP TRANSPORT POD (P-YT-5): Designed to carry a full battalion of Marines and deliver them to a planet's surface. The shields are combined with those of the tug while it is attached.

Data: The 40 boarding parties include two commando squads and four heavy-weapons squads; the pod has 3 GCVs, 2 GAS-Y shuttles.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: Pods were assigned numbers and were not given formal names, but sometimes had informal names.

SSD is in *Module Y2*; use any Kzinti pod counter.

KZINTI HEGEMONY EARLY SURVEY CRUISER

(YR5.18) KZINTI EARLY SURVEY CRUISER (YSR): A variant of the YCS, it was designed for long missions (large cargo bay, increased shuttle deck) without support. The extensive lab facilities enhanced the ship's ability to determine the suitability of a planet, asteroid field, or other phenomena for exploitation by the Hegemony.

Tractors: Type-Y (Range 1, 360°, any legal target);

refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Vapor, Whisp*.
SSD and counter are in *Module Y2*.

KINGDOM'S EBB

... continued from Page #34.

Hocs laughed. "Sure, we could slip spies easily into Klingon space and steal their disruptor technology. Like *that's* ever gonna happen . . ." Huce laughed, if a little shamefaced.

"How much longer is this trip going to take? Can we trust the criminals to take us to our drop off point safely?"

"I don't know, sibling. Who can ever trust these criminals? But with the size of the bribe the guilds paid, even half at first, half on delivery, I doubt they'd find it . . . profitable . . . to betray us."

One of the injured females nearby let out a loud lamentation to the gods, begging for help in their distress. Hocs caught a whiff of burned, infected flesh, and turned away, uncomfortable. When she turned back and saw Huce's expression, she was shocked.

"That smell . . . oh gods, *no!*" Huce sank to the hot decking, overcome by agony . . .

Corridors of Lyran Destroyer *Render* Near the mess hall, a year earlier

"Come on, *move*, Huce! The fangfaces are catching up! We've got to get *out* of here!" Subaltern Lewan pulled his exhausted fellow Marine towards the designated transporter pickup point. "No second chance if you miss the beam, small one!"

I hate it when he calls me that, thought Huce, muzzily. He'd caught a glancing disruptor shot to the head, and would have been easily captured without Lewan's aid. Suddenly he was shoved through the doors, and crashed into several carts. The other Marine hastily dove through and followed him, firing back as he rolled.

"Got him! Ok, I think it's clear now. Time to go, Huce. Huce?" The smaller Hydran had frozen, staring at something hanging off the closest cart. "Is . . . is that . . . ?"

"It doesn't *matter*, time to *go!*" screamed Lewan, dragging Huce along, but not without a last horrified glance at the cart.

Unlicensed Cargo Ship *PM856*

Huce became aware of his sister shaking him, bellowing his name. "Snap out of it! You're all right, wake up!"

He shuddered, finally gaining control of himself. "Sorry. Bad memories . . ." His eyes hardened after a moment. "We better pray if we're found, it's the Klingons. You know what the fangfaces will do with us . . ."

Lyrans.

Hocs thought of all the nightmare stories she'd heard about them. Willing to close with anyone due to the power of their energy spheres, tough durable ships, and terrible ferocity. There seemed to be no way to prevent those powerful energy spheres from ramming into Kingdom ships; when they were in tractor range, you already felt the power.

"You don't *really* believe . . ."

"*They eat us!* I've seen *it!* I won't let them take me . . . I'll . . . I'll . . ." Huce wound down to mumbling and incoherent sounds, patting the side of his mat, where Hocs knew he kept his blade hidden. Trying to soothe her brother, Hocs could think of nothing to say.

Bridge, Unlicensed Cargo Ship *PM856*

Commander Mikel was weighing options. They were getting reasonably close to the designated point his stinky passengers wanted to be left at, but he was very unsure if

their promised second half of the payment would actually be waiting, or just promises of payment later. He wondered if he could gouge an extra 'atmospheric surcharge' given the expenses of pumping methane into his cargo hold, and keeping that cargo hold so cold.

Mikel was a Dunkar, born in space to a family descended from a world in Klingon space. His family, the ship he was born on, two ships he had served on, and the ship he now commanded, were technically illegal: not pirates, but smugglers, criminals under Klingon and Hydran laws, but tolerated by both. Thousands of people from Klingon subject race planets, most of them political refugees but some of them spies for Klingon intelligence, lived on oxy-nitrogen worlds in Hydran space. The Hydrans tolerated this "illegal immigration" because these people could exploit planets that the Hydrans themselves could not. The Klingons found the idea of exporting the political troublemakers on subject race planets to Hydran space vaguely amusing.

Both the Klingons and Hydrans tolerated "unlicensed" freighters crossing the border because the trade made a profit for both the Empire and the Kingdom. The very term was an oxymoron, since unlicensed freighters had duly-registered permits from both the Kingdom and the Empire, and were watched more or less closely by the police on both sides. That the freighters were "unlicensed" simply meant they technically had no home. They were not civilian freighters of the Empire, nor were they of the Kingdom. Unlicensed freighters were required to broadcast a transponder signal at all times so the local police could track them, but Mikel was not broadcasting this signal, since it would lead Klingon warships directly to him.

The Klingons were offering hard bounty on any Hydrans captured, and Mikel knew they had this 'honor' thing, incomprehensible as that was to him, and only rarely defaulted on promised funds. More importantly, it was clear that the Kingdom was going to fall into Klingon hands, and if Mikel and his ship (and the ships of his brothers, uncles, and cousins) were to continue to find employment, they would have to deal with the Klingons. Hundreds of unlicensed freighters had been caught up in the war, with many of them destroyed or impounded by the Klingon invaders and more than a few destroyed by Hydran warships that questioned their loyalty. The survivors were those that turned off their transponders and kept out of the way, waiting for the dust to settle.

Turning to the comm officer, he made a decision.

Captain's cabin, IKV *Bloodkill*, Klingon D4 cruiser.

The comm whistle woke Commander Kilgar from dreams of crushing the Empire's foes.

"What do you want?" he snapped blearily at the communications officer.

"Unlicensed Cargo Ship *PM856* is hailing you personally, Captain."

Gathering his wits, Kilgar snarled at the nervous communications officer. "Transfer the signal here."

"Well?"

The orange face smiled at him. "Are you still paying for Hydran prisoners, Kilgar?"

The smile on both faces was nearly identical.

Continued on Page #44 . . .

(YR6.0) GORN UNITS**GORN CONFEDERATION WARP-REFITTED SHIPS****(YR6.10) IMPROVED WARP-REFITTED BATTLESHIP (WBI):**

The Gorns began upgrading their warp-refitted WBBs to this improved version (with phasers and plasma bolts) in Y68. While the improvements appear to be significant, they were actually quite simple (almost modular) and the Gorns were able to perform the upgrades at their forward bases. The resulting ship, while very weak in the eyes of modern naval architects, was awesomely powerful for its epoch.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to Type-Y (Range 1, 360°, any legal target) in Y90.

Transporters: Range 1; extended to Range 2 at no cost in Y90 but never extended further.

Balcony: 2+2 (on rear wings).

Designed by Andy Palmer.

NAMES: *Benak, Girok, Lakor, Yerolt*, others.

SSD is in *Module Y2*; use the four WBB counters in *Module Y1*.

(YR6.10A) LASER-ARMED WARP-REFITTED BATTLESHIP (WBL):

Some Gorn ships were hastily refitted with tactical warp and plasma bolts but without phasers to replace their lasers. The SSD includes a laser table and BPV data to reflect this interim upgrade step, rare though it was.

Designed by Andy Palmer.

SSD is combined with the SSD of the WBI in *Module Y2*; use the four WBB counters in *Module Y1*.

(YR6.11) IMPROVED WARP-REFITTED CRUISER (WCI):

Along with their WBBs, the Gorns began upgrading their WCAs (with phasers and plasma bolts). The same simple replacement of systems was employed. While still lacking the overall firepower of the WBI, the WCI was a tremendous shock to both the Paravians and the Romulans. Ships of this class were soon marauding deeply into the Paravian operating zone, hunting their warships.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to Type-Y (Range 1, 360°, any legal target) in Y90.

Transporters: Range 1; extended to Range 2 at no cost in Y90 but never extended further.

Balcony: 2+2 (on rear wings).

Designed by Andy Palmer.

NAMES: *Kevidon, Markal, Pekral, Veridon*, others.

SSD is in *Module Y2*; use the two WCA counters in *Module Y1* and the WCA counter in *Module Y2*.

(YR6.11A) LASER-ARMED WARP-REFITTED CRUISER (WCL):

Some ships were not fitted with phasers initially, but retained the earlier lasers. This was a rare interim step resulting from phaser production not keeping up with warp and plasma production.

Designed by Andy Palmer.

SSD is combined with the SSD of the WCI in *Module Y2*; use the 2 WCA counters in *Module Y1* and the WCA counter in *Module Y2*.

(YR6.12) IMPROVED WARP-REFITTED DESTROYER (WDI):

The upgrade of the WDD (with phasers and plasma bolts) was performed along the same lines as the larger ships and the WDI continued in its role of consort to the larger ships. However, the upgrade was carried out at a much slower pace, and many of the first ships operated as leaders of flotillas consisting of a WDI and two WDDs. Not all WDDs had been upgraded by Y75, and there are indications that at

least one unrefitted WDD may still have been in service in Y78.

Tractors: None (it can still use negative tractor).

Transporters: Range 1; extended to Range 2 at no cost in Y90 but never extended further.

Balcony: 1+1 on forward wings.

Designed by Andy Palmer.

NAMES: *Expirl, Jorism, Vrist, Zlish*, others.

SSD is in *Module Y2*; use the two WDD counters in *Module Y1* and the two WDD counters in *Module Y2*.

(YR6.12A) LASER-ARMED WARP-REFITTED DESTROYER (WDL):

Some ships were not fitted with phasers initially, but retained the earlier lasers. This was a rare interim step resulting from phaser production not keeping up with warp and plasma production.

Designed by Andy Palmer.

SSD is combined with the SSD of the WDI in *Module Y2*; use the two WDD counters in *Module Y1* and the two WDD counters in *Module Y2*.

(YR6.13) IMPROVED WARP-REFITTED COMMANDO CRUISER (WCG):

At least one WGL (YR6.13A) had its lasers improved to phasers in Y68, and this was regarded as the standard, even though some ships of this class still had lasers as late as Y85. New construction, to replace losses, were sometimes built with lasers at least as late as Y74: new construction after that date had phasers.

There were usually (after Y71) four ships of this general class in service at any one time, but that number was sometimes reduced by losses. After Y102, the surviving ships were sent to the breakers as simply not cost-effective to continue operating.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to Type-Y (Range 1, 360°, any legal target) in Y90.

Transporters: Range 1; extended to Range 2 at no cost in Y90 but never extended further.

Data: The 32 boarding parties include two commando squads and three heavy-weapons squads; 3 GCV; 3 GAS-Y; 1 HTS-Y.

Balcony: 2+2 (on rear wings).

NAMES: *Dorin, Forin, Morin*, others.

SSD and counter are in *Module Y2*.

(YR6.13A) WARP-REFITTED COMMANDO CRUISER (WGL):

The Confederation often found itself needing to deploy ground troops to help secure colonies that had been recaptured from the Romulans. (This was less a problem against the Paravians who only raided planets and tried to kill all of the colonists before they left.) To this end several sublight cruisers were built to this design (it was not possible to convert existing ships as the changes were too extensive). In Y66, the ships began conversion to warp power (only one was converted in that year) simply to enable them to keep pace with the new warp powered ships.

The ship was able to carry and support a battalion of Marines, particularly if supported by other ships in the task force. Marines from these ships notably captured several grounded Romulan ships that were acting as planetary defense bases. It was these attacks that prompted the Romulans to bring their own Marine battalions forward in an effort to repel such assaults.

The ships were somewhat slower in getting the improved weapon systems as they were not intended for direct combat, and some still had lasers rather than phasers as late as Y85.

SSD is combined with the SSD of the WCG in *Module Y2*; use the WCG counter.

GORN CONFEDERATION EARLY YEARS SHIPS

(YR6.14) EARLY DREADNOUGHT (YDN): The Gorns conceived their first dreadnaught by taking the earlier sublight battleship design and stripping out systems no longer needed and then scaling things up to make use of the new technology. The result, while superficially identical to the WBB, was a completely new design. Lacking any real enemies to compare their own dreadnaught design to (the Paravians were gone, the Romulans still had not developed warp power, and the Federation and ISC had not been contacted), the Confederation failed to recognize the rather weak phaser array. For all of that, the ship mounted not less than three of the awesome plasma-G torpedoes.

The Confederation built three ships to this design (the Senate refused to fund more, and complained endlessly about the cost of operating the three it had funded), the first in Y98 and one in each of the two following years. They served as the centerpieces of the task forces that led the initial counterattacks at the start of the Fourth Gorn-Romulan War in Y120. The Romulan defeat by Y125 was the ships' first, and last, hurrah. With newer and faster (and more modern) ships increasingly coming on line, the Gorn Senate increasingly saw the ships as unnecessary, particularly as the *Geydar* required extensive repairs after running into a well-designed Romulan ambush. By Y133, they were withdrawn from active service.

The ships, however, remain in service to this day, one at each of the three Gorn capital planets, all serving as museums (only their APRs and impulse engines remain operational; all other systems have been shut down).

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Balcony: 2+2 (on rear wings).

NAMES: *Geydar*, *Ghedar*, *Gihdahr*.

SSD and counter are in *Module Y2*.

(YR6.15) EARLY COMMANDO CRUISER (YCG): While the WCGs remained in service and available, the Gorn Admiralty was able to convince the Gorn Senate that commando ships able to keep pace with the new classes of ships entering service would be a necessity in any new war with the Romulans. The Senate, begrudgingly, authorized the construction of two ships of this class in Y96, and a further three several years later (on different years). Two ships were lost in action against the Romulans during the Fourth Gorn-Romulan War. There was much debate about whether the losses were the result of flaws in the design, their tactical usage, Romulan tactics, or just bad luck. Whatever the cause, the remaining ships continued to operate with the fleet until well into the Y130s when they were finally completely supplanted by the newer COM and DDG. The ships were regarded as too slow and fragile to risk in direct combat situations any more, and were relegated to transporting personnel along the Confederation's less active boundaries.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Data: The 32 boarding parties include two commando squads and three heavy-weapons squads; 3 GCV; 3 GAS-Y; 1 HTS-Y.

Balcony: 2+2.

NAMES: *Hadrinicon*, *Provinicon*, others.

SSD and counter are in *Module Y2*.

(YR6.16) EARLY SURVEY CRUISER (YSR): The Gorn Senate authorized two ships of this class on the promise by the Confederation Colonial Office that they would pay for themselves in less time than it took to build them with the discoveries they would make. The ships almost fulfilled that promise. One of their primary duties was to try to find some trace of Paravian survivors, and while both ships searched for such diligently, neither ever turned up a living and breathing member of the Paravian species.

The ships operated along the open frontiers of the Confederation, but were often called upon to survey areas along the frontier region with the Romulans. One of the ships was destroyed, perhaps by a Romulan ambush, while doing so in Y119. The lost ship was replaced the following year and became involved as a hasty escort for convoys to the Romulan front as the Fourth Gorn-Romulan War broke out. This ship, too, was lost.

A fourth ship of the class entered service in Y140, and the two ships continued operations until Y153, when both were replaced by the more modern SRs.

The ships were still thought to have some operational life and were "rented out" by the Fleet for academic study programs (particularly ones involving the search for Paravians once again). One of the two ships was lost in Y156 to unknown causes (suspected to have been destroyed by Orions, but no log buoy was found at the site of the wreckage).

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Balcony: 2+2.

NAMES: *Disomon*, *Disporan*, *Distran*, *Disvan*.

SSD and counter are in *Module Y2*.

GORN CONFEDERATION EARLY YEARS PODS

(YR6.17) EARLY TROOP TRANSPORT POD (P-YT): Designed to allow a tug to deliver a full battalion of Marines and land directly on the planet once any defenses had been cleared away. The Confederation maintained two such pods at any one time.

The 360° phasers on this pod cannot fire into the hex row extending directly in front of the tug when attached.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Data: The 32 boarding parties include two commando squads and three heavy-weapons squads; 3 GCV; 2 GAS-Y.

NAMES: Pods were never given formal names.

SSD is in *Module Y2*; use any Gorn pod counter.

(YR6.18) EARLY STARLINER POD (P-YSL): Designed to carry high-priority colonists to particularly rich and habitable worlds, but most often used to ferry replacement and garrison personnel to their duty assignments. At least one pod of this type was in use at any given time.

The 360° phasers on this pod cannot fire into the hex row extending directly in front of the tug when attached.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: Pods were never given formal names.

SSD is in *Module Y2*; use any Gorn pod counter.

(YR8.0) ORION UNITS**ORION NATIONAL GUARD SHIPS**

(YR8.6) NATIONAL GUARD LIGHT CRUISER (WCL): A mid-size design that retained the full firepower of the WCA. Its primary advantage was that it was cheaper to build and less expensive to operate than the WCA. Ships of this type were deployed in task forces outside of Enclave space when the Enclave agreed to take over patrolling duties to release Star Fleet ships to fighting fronts, usually one or two WCLs and one or two WDDs in company with one WCA. In an operational region the WCL would either operate alone patrolling an assigned area, or in company with a WDD or the WCA.

Like all Orion National Guard ships, the WCL had excellent station time due to its copious cargo storage. The cargo storage also enabled the ships to excel at delivering relief supplies, but their lack of labs hindered their operations (as with all Orion National Guard ships) in aiding at disaster sites.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to Type-Y (Range 1, 360°, any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

Cargo boxes hold 50 points.

Can land by gravity or powered means (P2.43).

NAMES: *Corval, Fregat, Kayah, Prevet*, others.

SSD and counters are in *Module Y2*.

(YR8.7) NATIONAL GUARD EARLY HEAVY CRUISER (YCA): An enhanced and upgraded version of the WCA, it is unclear if the YCAs were all new construction or conversions of existing WCAs, or were procured from both sources. Records do indicate that no ship of this class participated in the mutiny that led to the creation of the pirate cartels. The ships of this class operated as fleet command ships within the boundaries of Orion Enclave space. At least two were deployed (along with other Enclave ships) to both the Romulan and Klingon borders during the Second Federation-Kzinti War to release other Federation ships for duty in that conflict. The ships also participated in rear security operations (particularly behind the Gorn-Federation Border) during the opening phases of the General War, but all were recalled to the Enclave when it declared its neutrality.

All ships of this class (along with virtually all the rest of the Orion National Guard) were destroyed by the Andromedans between Y189 and Y193.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Can land by gravity or powered means (P2.43).

NAMES: *Julok, Kybhor, Monstat, Neullo*, others.

SSD and counters are in *Module Y2*.

ORION EARLY PIRATE SHIPS

(YR8.8) EARLY SLAVER (YSL): The Federation captured a ship of this type in Y115, the Marines having disabled its self-destruct mechanism. It was found to contain a cargo of over 400 Federation citizens. While the records of the ship had been destroyed, surviving crewmembers, all low-ranking, verified the captives' tale that they were being taken to a secret base for forced labor. It was this incident that led to the

designation of the class as "Slaver".

The capture was important in many ways, as examining the ship revealed the presence of the suicide bomb among other secrets that were not known about the pirates.

In later years, ships of this type would often be hired by the various empires to assist in smuggling needed supplies and material to resistance groups and insurgents in neighboring empires.

The ship did not have option mounts, but was built with drone racks (as the Orions spread they would incorporate more and more local weapons for logistical reasons, which led to the configuration of the heavy weapon mounts to accept any weapon readily).

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Federation Codename: *Slaver*.

Cost of OAKDISC: Not available.

Cargo boxes hold 25 points.

This ship is nimble.

Can land by aerodynamic, gravity, or powered means (P2.43).

NAMES: *Frelot, Niebo, Quarrad*, many others.

SSD and counters are in *Module Y2*.

(YR8.9) EARLY VIKING COMMANDO SHIP (YVK): In Y117, ship of this type was encountered while raiding a colony. In this instance, good fortune smiled on the colonists as a battalion of Andorian Marines had landed just the day before for a joint training exercise with the colony's militia company. Casualties in the engagement were very heavy, but by attacking from an unexpected direction, the battalion's scout platoon succeeded in fighting its way into the ship before it took off (abandoning its own landing force). The scouts were able to determine some of the differences in the interior, before using one of the ship's transporter systems to beam themselves off.

It was clear that the ship was a unique modification of the Slaver (larger shuttle bay and extensive transporter facilities) and not simply a hasty use of an existing Slaver. It was assigned the codename "Viking" because, like the Vikings of old traveling up the rivers of Europe in their longships, the Viking was able to land directly at its point of attack.

Like the Early Slaver, the ship does not have option mounts but was built with drone racks.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Data: The 24 boarding parties include two commando squads and two heavy-weapons squads; the ship has 4 GCVs; 3 GAS-Y shuttles.

Federation Codename: *Viking*.

Cost of OAKDISC: Not available.

Cargo boxes hold 25 points.

This ship is nimble.

Can land by aerodynamic, gravity, or powered means (P2.43).

NAMES: *Quango, Yalek, Zafek*, many others.

SSD and counter are in *Module Y2*.

KINGDOM'S EBB*... continued from Page #40***Cargo Hold, Unlicensed Cargo Ship PM856**

Huce woke from his exhausted sleep. He saw Hocs in contemplation, which she did so often these dark days. Speaking quietly, since he had no desire to increase the gloom around him, nor be accused of treason, he broached the forbidden subject. "Do you see any chance for us to survive?"

Hocs seemed to deflate in on herself, but she would not lie to her brother. "No, not realistically. We can't match their numbers, and we have trouble matching them one on one. Our new dreadnought class has engine problems, and the damned guilds won't let us refit enough tugs to advanced warp to match their troop deployments and supplies."

Her head came up then. "But just *try* and tell me *any* other fleet would do as well in our situation. No allies, no borders that aren't *filled* with enemies, fighting the short-sighted greed-headed penny pinchers who won't even give us what we need to survive . . . not without a battle."

Her eyes swept over the dejected refugees surrounding them. "We've beaten the Klingons and Lyrans more than once, and we've done our best to make any future invasion too expensive and difficult a task for them. I cannot understand how we have been defeated."

Huce was about to tell her not to say things like that, Fate would not be tempted, when the ship shuddered and surged.

"That's a tractor beam! Someone is attacking!" rapped Huce. His depression seemed to vanish, and Hocs saw again a skilled, proud Marine as her brother rolled over his mat and came up holding his battle blade.

"Any idea who?"

"No, but no way is this a good thing. Find something to fight with . . ."

Bridge, Unlicensed Cargo Ship PM856

Mikel frowned at Kilgar's image on the viewer. "No need for a tractor, Klingon. We're not running away from you!"

The swarthy warrior laughed in his face. "Just giving your 'hijacking story' a little realism, Mikel. If you lower your shields, instead of making me lower them for you, the hull damage will be minimal when my troops beam over to take charge of your . . . 'guests'. Out."

Mikel shut off the screen, pounding one fist into another. "This deal is getting worse all the time." He angrily snapped the intership. "Weldon! Take your troops and meet the Klingons near the cargo bay. Give them what they want; they've paid for it. But keep an eye on them, and make sure they don't pull any tricks."

**Near the cargo hold, Unlicensed Cargo Ship PM856
a few minutes later**

Weldon gave the lead warrior a brief nod. "You want us to bleed off the atmosphere?" Kleth, Sergeant of the Klingon Marines, rolled his eyes, and fired a disruptor burst into the wall next to the Dunkar, enjoying it too much as the orange man flinched away. *These bloodless fools don't have the faintest inkling of what honor or courage was all about.* He almost laughed at the merchant guards trying to look tough in defense of their leader.

"Retribution smells better when you're close enough to look in your enemy's eyes, as you turn the knife inside him. Do you want an example?" Weldon couldn't back away fast

enough, and the other Klingons laughed. Kleth pulled his faceplate down, sealed his suit, drew his dagger, and pointed at the door. His second in command readied his energy weapon.

Cargo Hold, Unlicensed Cargo Ship PM856

The fear and anxiety inside the cargo bay had skyrocketed with the shaking. Some didn't even seem to react, too far gone in their own despair. The occasional clang and crash from outside heightened the stress. A few, clutching makeshift weapons, shuffled toward Hocs and Huce who were standing near the entry hatch. Huce had identified the most recent noise as a Klingon disruptor.

"Klingon weapons have a different pitch, trust me, I know," he had explained to the others.

"Do you think they'll take us prisoner?" murmured Hocs.

"Not likely, not without killing half of us first. We can't even breathe the same atmosphere, so why should they bother keeping us alive when that costs them power? This is the end of all things."

Hocs felt a strange lightness. "Even if this is the ebb of the Kingdom, Huce, remember every ebb has its flow. Look at the bright side, you won't have to worry about those guild debt markers any more . . ."

"And if this is our end, brother, I am glad it comes with you. We go together, and we go down fighting! Someday the Hydran people will rise again in victory!"

Huce smiled one last time. "I can still smell the despair. But courage smells better, don't you think?"

Hocs' reply was lost when the hatch blew in.

THE END

(YR9.0) HYDRAN STAR KINGDOM

HYDRAN STAR KINGDOM EARLY SHIPS

(YR9.6) EARLY DREADNOUGHT (YDN): Upgrading the WDN proved tricky, as an aspect of the design caused severe disruptions in the warp field. The Kingdom's engineers solved the problem linking two engines in sync on the ship's centerline and providing additional impulse engines. The result was somewhat slower than the early dreadnoughts of other empires. However, the ships were also fitted with the new hellguns, giving them considerable long-range punch and a solid punch at close range. The accuracy and hitting power of the hellguns forced the Klingons and Lyrans to concentrate on disabling these ships as quickly as possible. This was made somewhat easier by the heavy power demands of the weapons, which helped slow the ships in combat. The Hydrans had five ships of this class. Two were assigned to each of their active borders, and one was in the strategic reserve. All were destroyed by the end of Y87.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2, extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Crucible, Majestic, Triumph, Tribulation, Victory.*
SSD and counter are in *Module Y2*.

(YR9.7) EARLY COMMAND CRUISER (YCC): The improved engines and hellguns were provided to the WCC beginning in Y78. All three ships were upgraded and at least four more ships were built or converted to this design. All were lost in the collapse of the Kingdom in Y87, one while commanding the last rearguard action, which became a last stand.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2, extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Brigadier, Colonel, Commander, Commodore, Knight, Paladin, Tribune.*
SSD and counter are in *Module Y2*.

(YR9.8) EARLY DESTROYER (YDD): The Hydrans converted nine WDDs to this design beginning in Y77, and built at least four more. Three survived the fall of the Kingdom in Y87, only to be destroyed in the internecine struggles in the Old Colonies.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2, extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Hepak, Hirak, Horal, Horvak, Hruck, others.*
SSD and counters are in *Module Y2*.

(YR9.9) EARLY COMMANDO DESTROYER (YDG): An upgrade of the WDG (YR9.16), it was faster and still able to carry a near battalion of Marines. Records state that there were five YDGs in service in Y80. It was still not able to get the troops and their equipment to the ground quickly enough if there were significant opposition (being heavily dependent on the transporters of supporting ships). At least one ship of this class is believed to have escaped to the Old Colonies, and was apparently destroyed in action while the monarchy and the guilds were settling who would control the Kingdom.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2, extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Data: The 28 boarding parties include two commando squads and two heavy-weapons squads; the ship has 2 GCVs; 2 GAS-Y; 1 HTS-Y.

NAMES: *Slammer, Slasher, Stormer, Striker.*
SSD and counter are in *Module Y2*.

(YR9.10) EARLY TUG (YTG): The Kingdom was considerably slower to apply the improved warp capability to its tugs. The Hydran Navy wanted the upgrades as quickly as possible, but the guilds managed to stymie the allocation of the funds through the exchequer, delaying them until Y80. Even then, they only allowed three of seven WTGs then in service to be upgraded. The result, when the Klingons attacked the Hydrans in Y82, was catastrophic. Not only did critically needed supplies fail to reach the battlefronts, WTGs were often caught while trying to reach the front or escape a new breakthrough. The YTGs sometimes managed to escape by dropping their cargo pallets, but this created new shortages.

The Kingdom, in its last extremities, produced two more ships of this type before Hydrax fell and the shipyard was destroyed in Y87. None of the YTGs survived the final retreat to the Old Colonies.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2, extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Provender, Provider, others.*
SSD and counter are in *Module Y2*.

HYDRAN STAR KINGDOM PALLETS

(YR9.11) EARLY TROOP TRANSPORT PALLET (P-YTT): These were designed to carry two Royal Marine battalions and all of their associated equipment and deliver them directly to the combat zone. Getting the pallet to the site of an assault was the daunting part of the task. A successful landing placed a lot of troops with good fire support directly on the objective. Supporting attacks by Marines from other ships would then enable the troops from the pallet to quickly overrun, and then hold, their objective. The pallet could be left in place, and moved under its own power within the atmosphere to eliminate any other nodes of resistance.

The Hydrans deployed two pallets of this type by Y83, and constructed at least one more before their defenses utterly collapsed in Y87. None survived the fall of the Kingdom. It is not clear if the new troop pallets that went into service in Y140 were upgrades of this design, or an entirely new design built to the same purpose.

The shields of this pallet are added to those of the tug at no extra energy cost (the cost to operate the tug's shields pays for their operation) and the phaser has its full 360° firing arc even while attached to the tug.

If the pallet is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

This pallet can land by the gravity landing system (P2.432).

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2, extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Data: The 60 boarding parties include two commando squads and six heavy-weapons squads; the pallet has 6 GCVs; 2 GAS-Y; 1 HTS-Y.

NAMES: Pallets were assigned numbers and were not given formal names, but sometimes had informal names.

SSD is in *Module Y2*; use any Hydran pallet counter.

(YR9.12) EARLY SELF-DEFENSE PALLET (P-YSD): This pallet, like self-defense pods of other empires, was intended to allow the tug to fight off a raider. The firepower was considerably greater than that of other pods of its type, but the energy demand on the tug was extreme. It is questionable if these pallets did anything more than make it easier for the tug to be caught and destroyed. As with the tugs themselves, none of these pallets survived the fall of the Kingdom in Y87.

Note: This pod is not capable of independent operations. None of its systems (except the cargo boxes) will function if it is not attached to a tug, but emergency life support (zero cost) would sustain the crew, at least until they could be rescued, captured, or the pallet is recovered by another tug.

NAMES: Pallets were assigned numbers and were not given formal names, but sometimes had informal names.

SSD is in *Module Y2*; use any Hydran pallet counter.

HYDRAN STAR KINGDOM WARP SHIPS

(YR9.13) WARP DREADNOUGHT (WDN): The Hydrans relied on building solid hulls with relatively good shielding rather than incorporating the armor systems used by the previous sublight designs. Their dreadnought was no exception. Much like the Fusilier and Grenadier, it was a capable combatant in the early warp period. The Hydrans built five ships of this class; all were refitted to the improved warp engines before they were destroyed in the Kingdom's fall.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y Range 1, (360°, any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further (except in conversion to the early dreadnought).

NAMES: *Champion, Kingmaker, Mandarin, Viceroy, Warlord.*

SSD and counter are in *Module Y2*.

(YR9.14) WARP COMMAND CRUISER (WCC): The Kingdom built three cruisers to this design beginning in Y65. They were intended to supplement the WDNs by controlling supporting and special operations that did not require the larger ship. They were no better than a WCA operationally, but their command facilities made it too risky to use them for independent patrols.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y Range 1, (360°, any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further (except in conversion to the early command cruiser).

NAMES: *Hemik, Hisak, Hopak, Horak, Huvik.*

SSD and counter are in *Module Y2*.

(YR9.15) WARP DESTROYER (WDD): The Hydrans built at least fifteen destroyers of this design. Six were lost between Y65 and 80 when the last were given upgraded engines and became YDDs.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y Range 1, (360°, any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further (except in conversion to the early destroyer).

NAMES: *Hikmak, Hlism, Homish, Hrol, others.*

SSD and counters are in *Module Y2*.

(YR9.16) WARP COMMANDO DESTROYER (WDG): The warp-refitted commando destroyer had the ability to carry a near battalion of Royal Marines. Its facilities to rapidly deliver

the troops to the surface of a planet were somewhat limited. This problem was exacerbated when the Hydrans attempted to continue using the ships even after they started upgrading the warp engines of other ships. A larger ship might have been better able to support operations. The Hydrans do not seem to have recognized this problem, as they would continue using destroyer-class commando ships well into the General War.

Records are unclear (given the chaos during the loss of the Kingdom in Y87), but no ship of this class is believed to have survived. The last one known to be in operation was blown apart while trying to serve as a traditional destroyer supporting other ships in the line of battle.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y Range 1, (360°, any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further (except in conversion to the early commando destroyer).

Data: The 28 boarding parties include two commando squads and two heavy-weapons squads; the ship has 2 GCVs; 2 GAS-Y; 1 HTS-Y.

NAMES: *Hammer, Harrow.*

SSD and counter are in *Module Y2*.

(YR9.17) WARP SURVEY DESTROYER (WDSR): Another example of the power of the guilds, the Kingdom's surveyors were restricted to the use of this small hull in order to reduce the ability of the monarchy to compete with the guilds in the locating of new "sources of revenue". As it happened, the guilds spent less on exploration than the monarchy did, and simply competed with each other for the right to develop what the government found. Records (such as they were) state that there were four ships of this class and three would be exploring at any one time. It is unclear if any were upgraded before they were destroyed. All four were committed to the desperate battle to save the Kingdom between Y84 and Y87 as little more than oversized frigates or special mission ships, and none survived the experience.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y Range 1, (360°, any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further (except in conversion to the early survey destroyer to be seen in a future product).

NAMES: *Farseeker, Forecaster, others.*

SSD and counter are in *Module Y2*.

(YR9.18) WARP TUG (WTG): As with most empires, the Hydran tug was a variation of their heavy cruiser. It was only able to carry a single pallet (or a pod) on its centerline, but compensated for this by having the equivalent of more than a half pallet as internal volume. This allowed the tugs, when not carrying a pallet, to quickly deliver critical supplies in an emergency. The Hydrans built seven ships of this class, and they were often used (during times of peace) to move "critical cargoes" for the more powerful guilds, even at the expense of disrupting the logistics of the Royal Navy on occasion. [Several border defense posts were not completed or fully upgraded when the Klingons (and later the Lyrans) began their conquest of the Kingdom in Y82.]

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y Range 1, (360°, any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further (except in conversion to the early tug).

NAMES: *Capacity, Volume, others.*

SSD and counter are in *Module Y2*.

(YR11.0) LYRAN EMPIRE UNITS

LYRAN STAR EMPIRE EARLY SHIPS

(YR11.8) EARLY LIGHT CRUISER (YCL): A heavily cut down YCA design using a smaller, but more lively, warp engine, the YCL was tactically faster and considered a good ship. Lyran politics prevented more than a handful from being built as the counts considered the ships to be nothing more than raiders. Their weak rear armament made them more vulnerable to attack from that quarter than the YCAs, but they proved effective against the Hydrans in Y85-Y87, although less effective against the Klingons in Y88-Y91. At least six ships in this class were used in the offensive that finally broke the Carnivons and re-established the Lyran-Kzinti frontier. They were reasonably good matches for Kzinti YCLs, but were crushed by the Kzinti YCSs.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Dark Storm Warrior, Deathblow, Djinn of the Mountain, Fearbringer, Mark of Glory, Son of Heroes*, others.

SSD and counters are in *Module Y2*.

(YR11.9) EARLY DESTROYER (YDD): Intended to provide operational support to the heavy cruisers, the Lyrans built more YDDs than YCLs. The ships were more than a match for Kzinti, Hydran, and Carnivon YFFs, and Klingon F4s, but were somewhat outmatched by Carnivon YDDs and Kzinti YCLs. The YDD was a capable multi-mission ship for its size.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Bloodmark, Crimson Rain, Flame, Ice Star, Render*, others.

SSD and counters are in *Module Y2*.

(YR11.10) EARLY HEAVY DREADNOUGHT (YDH): The Lyran YDH, which entered service in Y103, was based on the less than satisfactory combat performance of the YDN against the Carnivons. Replacing the center phaser mounts with additional disruptors gave the ship a punch closer to that of the Carnivon YDN. Only two, possibly three, ships of this class were built, as the added disruptors did not prove as useful against the drones of the Kzintis and Klingons and at least two of the ships were converted back to standard YDNs after Y108.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Lightningclaw, Red Claw Valor, Stained Sword*.

SSD and counter are in *Module Y2*.

(YR11.11) EARLY COMMANDO DESTROYER (YDG): A variant of the YDG designed to carry half a Marine battalion (roughly), sometimes reinforced with an additional company (purchased with commander's options). The ship was lightly armed, and not really well designed to land the Marines quickly (having only three transporters). Ships of this type were, however, used several times to "serve imperial warrants" on members of the Lyran nobility. At least three ships of this class were involved in the subjugation of the Peladine Republic in Y130 and remained there as quick

reaction force ships until recalled to fight in the Four Powers War. None survived the latter conflict.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Data: The 26 boarding parties include two commando squads and two heavy-weapons squads; 2 GCV; 3 GAS-Y; 1 HTS-Y.

NAMES: *Groundflash, Groundsmash, Groundstrike*.

SSD and counter are in *Module Y2*.

(YR11.12) EARLY TROOP TRANSPORT PALLET (PAL-YTT): Designed to deliver a full battalion, plus attachments, directly to the surface of a planet by landing, the pallet had minimal weapons and shields. It was dependent on the transporters of the tug and supporting ships to deploy the Marines elsewhere.

The shields of this pallet are added to those of the tug at no extra cost (the cost to operate the tug's shields pays for their operation) and the phasers have their full LS/RS firing arcs. If a second pallet is carried in addition to this pallet [which can only be a cargo pallet (R11.N1)], it does not block the firing arcs of this pallet's phasers. The ESG operates as if the pallet was part of the tug while the pallet is carried by the tug. Note that per (R11.N1), this pallet can never be carried in the forward position.

If the pallet is dropped by a tug during a scenario, it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release. If the ESG of this pallet is formed or forming at the time of release, it is immediately dropped. If the ESG is active when a tug is docking to it, the field remains active but the tug cannot activate any of its own ESGs until after the pallet's ESG is dropped. This pallet can land by the gravity landing system (P2.432). This is a double weight pallet, i.e., a tug carrying it operates as if it were carrying two pallets.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Data: The 64 boarding parties include two commando squads and six heavy-weapons squads; 6 GCV; 2 GAS-Y; 1 HTS-Y.

NAMES: Pallets were assigned numbers and were not given formal names, but sometimes had informal names.

SSD is in *Module Y2*; use any Lyran pallet counter. The SSD sheet contains only one copy of this pallet as no tug can carry more than one.

(YR11.13) EARLY SURVEY PALLET (PAL-YSR): The Lyran Star Empire chose an unusual route to create survey ships. While most empires constructed a purpose-built ship, the Lyrans were less willing to part with a warship hull for the job. Instead, they selected their tugs for the mission, or at least some of them, at least some of the time. To perform the mission, the basic tug needed to be augmented, and this led to the creation of this unique pallet. Any tug equipped with this pallet became a survey ship.

The pallet is designed for "independent operations" on the theory that if an interesting area of study were found, the tug could drop the pallet "on site" and return to duty as a tug. The tug, or perhaps a different tug, could recover the pallet at a later time, and either continue the survey mission or bring the pallet back for refurbishing.

Because things of interest might be on a planet's surface, the pallets were built with the capability to land themselves and, if necessary, raise themselves back into orbit. The pallets were armed (however weakly) and could generate

their own shields so they could be left on their own. They were never intended to withstand attack by anything really serious (alone and isolated, even well-armed warships could be destroyed if they could not maneuver at warp).

The Lyran Star Empire constructed at least five pallets of this type. The first two were built in Y105, the last three were all replacements for the first two which had been destroyed. By Y121, only one remained, the previous four having been destroyed, most after being left by a tug to "study something interesting". (Records show one was destroyed by a Moray Eel, another and the tug carrying it by a Kzinti ship triggering a war, and a third was overrun by vegetation on the planet it had landed on. The fourth survey pallet was lost as a result of one of the Empire's many internal conflicts. A war between two counties broke out on the pallet after it had been dropped. The losers barricaded themselves in the engineering spaces and, rather than surrender, sabotaged the impulse drive while inducing the control systems to send false status signals to the bridge. By the time the bridge officers realized what was really happening, it was too late and the impulse drives overloaded.)

At that time, Y121, the then Lyran emperor took an increased interest in exploration and gave his personal attention to the Lyran survey service, which until then had been merely an adjunct of the Empire's logistics operations. Personnel assigned to that service were always those with the least standing in the fleets of the various dukes and counts (who all wanted their best crews to fight the next civil war or to put down the next insurrection). The emperor's interest elevated the standing of the survey service to an independent branch, and gave it access to funds and a complete reorganization of its activities. As part of this, the emperor ordered that the service be given its own ships, designed to support its unique operations. The old surveyors, familiar with the operations of tugs, recognized that they could make themselves more useful to the Empire (when a new emperor assumed the throne and would perhaps be less supportive) if their ships could fulfill many roles. They had the shipwrights design their service's new ships as tugs based on the new Tiger heavy cruiser. This was a task the shipwrights found relatively easy to accomplish, as they were already designing the Empire's new tugs on the same hull.

The last pallet remained in use at least through Y189, permanently grounded next to the academy the emperor established to train his new survey officers, where it served as the first classrooms and was later converted to the student barracks.

The shields of this pallet are added to those of the tug at no extra cost (the cost to operate the tug's shields pays for their operation) and the phasers have their full LS/RS firing arcs. If a second pallet is carried in addition to this pallet [which can only be a cargo pallet (R11.N1)], the firing arcs of the pallet's phasers are blocked in the forward arc, e.g., LS becomes L and LR and RS becomes R and RR. Note that per (R11.N1) this pallet can never be in the forward position.

If the pallet is dropped by a tug during a scenario it operates under the provisions of (G14.353). See (G14.32) if the tug is moving faster than Speed 1 at the time of release.

This pallet can land by the gravity landing system (P2.432). This is a single weight pallet.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: Pallets were assigned numbers and were not given formal names, but sometimes had informal names.

SSD is in *Module Y2*; use any Lyran pallet counter. The SSD sheet includes two pallets of this type to allow for scenarios where the pallets are being exchanged.

(YR11.13A) CARGO PALLET: The SSD sheet of the troop transport and survey pallets includes two cargo pallet SSDs for use when the tug is carrying a cargo pallet in addition to one of the other pallet types, or is carrying two cargo pallets in a scenario.

LYRAN STAR EMPIRE WARP-REFITTED SHIPS

(YR11.14) WARP-REFITTED DREADNOUGHT (WDN): In order to power these old hulls, the Lyrans built the largest warp engines they were capable of. On paper, the converted ships would be powerful combatants, and the Empire intended to have six of them (one for the emperor, three for dukes, and two for the emperor's marshals). In the event, only four ships were converted because the engines proved flawed, requiring almost constant refurbishment and re-tuning. This constant maintenance need resulted in only two of the ships being actually available for service in any given period of time (there were rare occasions when three were operational, and sometimes only one was). This was further exacerbated by the need to repair occasional combat damage, and having one of the ships in dock undergoing refit or repair prevented converting any more ships (even though several more hulls were available).

The ships were good combatants, when they were fully operational (and were promptly withdrawn from the frontlines whenever they were not).

The bad experiences with the engines on these ships led directly to the Lyrans designing their early dreadnoughts to use three upgraded cruiser engines rather than attempting to upgrade the engine designs used by their warp-refitted dreadnought.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to Type-Y (Range 1, 360°, any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Heartslasher, King of Stars, Stained Spear*.
SSD and counter are in *Module Y2*.

(YR11.15) WARP-REFITTED LIGHT CRUISER (WCL): A conversion of the sublight light cruiser it was considered a success because it had a faster sprint speed than the WCA or WDN. Armament was identical to that of the WCA, but the ship was deficient in power to both move rapidly and fire, and captains often had to choose one or the other in heavy combat.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to Type-Y (Range 1, 360°, any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Fearmaker, Moonstrike, Predator's Claw*, others.
SSD and counters are in *Module Y2*.

(YR11.16) WARP-REFITTED DESTROYER (WDD): Like the smaller sublight frigate, the sublight destroyer lacked any armor, which meant even minor hits could do significant damage. Shields made the crews of these ships much more aggressive than they had any real right to be.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to Type-Y (Range 1, 360°, any legal target) at no cost in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Battleclaw, Hrath's Claws, Slasher, Stormcat*, Others.
SSD and counters are in *Module Y2*.

(YR13.0) INTER-STELLAR CONCORDIUM UNITS

(YR13.01) BACKGROUND: The Inter-Stellar Concordium believed that the development of warp capability inevitably led to peace. Their belief was based on the simple fact that they, themselves, represented five different diverse species that had competed for resources, but had melded into one single government when warp power opened thousands of planets for exploitation. With no contact with other warp-capable powers expressing a different philosophy, they assumed that their experience was the norm.

The Inter-Stellar Concordium military forces essentially stagnated, being little more than a “deep-space coast guard”. The primary functions of the military prior to contact with other warp-capable empires were search-and-rescue, anti-piracy operations and monster suppression.

Monster suppression was a particular problem for the Inter-Stellar Concordium as (for reasons not understood) the region of space seems to have been an active breeding ground for Space Boars. Space Boars were encountered by the Inter-Stellar Concordium not just singly (as in most empires) but frequently in herds. Other monsters were encountered, but during the early formative years of the Inter-Stellar Concordium, none of the encountered monsters were (at least not obviously) artificial, nor overpowering. (The Inter-Stellar Concordium encountered Space Dragons, for example, but did not realize that they were only youths until intelligence files on encounters with Space Dragons by other empires were examined in the Y160s.)

While some military research was ongoing, the lack of development pressure imposed by a military threat meant that it was constantly at a low level and very little funding was provided for it. Further, there was little diversity within the military research programs because there was no external enemy who was going in another direction. This primarily has effects if playing a campaign wherein the Inter-Stellar Concordium comes into contact with another empire and will need time to move research programs from its labs to deployment. These limitations are as provided below.

(YR13.011) PSEUDO PLASMA TORPEDOES: Historically, the Inter-Stellar Concordium developed PPTs about ten years after they developed plasma-F torpedoes. However, a handful of engagements with several space monsters (mostly Space Boars) demonstrated that the monsters had no difficulty (using their animal sixth sense) in discerning real torpedoes from pseudo torpedoes. As a result, Inter-Stellar Concordium ships are not able to use PPTs in the first year after being discovered by another empire.

(YR13.012) PHASER-1s: The Inter-Stellar Concordium did not have ship-mounted phaser-1s outside of the laboratory when they first discerned combat between the Gorns and Romulans. The Inter-Stellar Concordium had the capability to upgrade their existing phaser-2s to phaser-1s from Y134, but did not do so as the existing threats (monsters and pirates) were not frequent enough or severe enough to warrant such an expense.

If the Inter-Stellar Concordium is encountered in a year set before Y118, it cannot begin replacing phaser-2s with phaser-1s prior to Y122.

If the Inter-Stellar Concordium is encountered in a campaign between Y118 and Y131, it can begin replacing phaser-2s with phaser-1s on its ships four years after contact.

If the Inter-Stellar Concordium is encountered in a campaign that begins in Y134 or later, it may begin replacing phaser-2s with phaser-1s the following year.

The number of phaser-2s in the Inter-Stellar Concordium fleet that can have been upgraded to phaser-1s is as follows:

First Year, a maximum of 10% (fractions rounded down).

Second Year, a maximum of 30% (fractions rounded down).

Third Year, a maximum of 80% (fractions rounded down).

All succeeding years all Inter-Stellar Concordium phaser-2s may have been upgraded to phaser-1s.

(YR13.013) TRACTORS: Historically, Inter-Stellar Concordium early years ships have Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y129; refitted to Type-N (Range 3) at no cost in Y155. If the Inter-Stellar Concordium is contacted by another empire, it can upgrade its own tractor systems to the same standard as the other empire beginning two years after the contact year.

(YR13.014) TRANSPORTERS: Historically, Inter-Stellar Concordium early years ships had Range 2; extended to Range 3 at no cost in Y118; extended to Range 4 at no cost in Y136; extended to Range 5 at no cost in Y158. If the Inter-Stellar Concordium is contacted by another empire, it can upgrade its own transporter systems to the same standard as the other empire beginning three years after the contact year.

(YR13.015) T-BOMBS: Inter-Stellar Concordium T-bombs are early years types (radius zero detection only) until two years after encountering radius-one T-bombs employed by another empire.

(YR13.016) SHIP TYPES: The Inter-Stellar Concordium can begin construction of their new (General War/ Pacification) ship types (CA, CC, etc.) two years after encountering another empire if the campaign is set in Y125 or later, unless the campaign specific rules prohibit such technology. The introduction of PFs, PFTs, scouts, carriers, escorts, and associated technologies (e.g., plasma-Ds, plasma-Ks, chaff, etc.) occurs at the same time as other empires field such units. The Inter-Stellar Concordium cannot construct such units before their general introduction; specifically while the Inter-Stellar Concordium could build a CA in Y127 if it encountered another empire in Y125, it cannot build a PFT and PFs or a CV and fighters in that period.

(YR13.017) PLASMA TORPEDOES: The Inter-Stellar Concordium cannot build plasma-S torpedoes prior to Y168, i.e., the same time other plasma-armed empires deploy this improvement. Inter-Stellar Concordium ships are limited to plasma-F and plasma-G torpedoes until that time. Inter-Stellar Concordium plasma torpedo launchers were never restricted to bolts under (YFP8.0), but as an outgrowth of Veltressai plasma-V technology were always able to operate as seeking weapons, and could always be fired as bolts after incorporating Korlivilar, Pronhoulite, and Rovillian technology.

The plasma-F torpedoes on Inter-Stellar Concordium units do not have stasis boxes. Without exposure to other empires, they never developed this system independently. The Inter-Stellar Concordium can begin installing stasis boxes on their plasma-F torpedo launchers ten years after contacting another empire that has such technology, or one year after capturing a ship with an undamaged plasma-F launcher fitted with a stasis box. Special campaign rules might allow Orion Pirates or an allied empire to sell the technology to the Inter-Stellar Concordium.

Inter-Stellar Concordium plasma torpedoes evolved from the plasma technology of the various nations that came

together to create the Inter-Stellar Concordium, and except as noted here always operate under the rules for plasma torpedoes (self-guidance, bolting, fast loads, etc.).

(YR13.018) PLASMATIC PULSAR DEVICES: The Inter-Stellar Concordium cannot equip any ship, base, or other unit with PPDs until ten years after encountering another empire. The Inter-Stellar Concordium was experimenting with aspects of this weapon design, but did not meld them all together into the PPD until confronted with the need for a heavy weapon that matched its altruistic proclivities.

(YR13.019) OTHER SYSTEMS: Inter-Stellar Concordium Early Years ships (i.e., those in this module and any others that may be added in future modules) and other units remain under the early years restrictions. Note that ISC Early Years ships converted to National Guard Ships (LCA, LFF, etc.) are upgrades and not restricted by this rule, and other early years ships could be upgraded and SSDs may be done for them in future products.

(YR13.N1) PIRATES OF ISC SPACE

Pirates in ISC space prior to Y150 were entirely domestic, composed of criminals and renegades from the five ISC planets. They did operate some purpose-built warships (to be seen in a future product) but mostly operated armed freighters (similar to Q-ships or the armed auxiliaries from *Module R8*) or ships that can be approximated by Armed Priority Transports and Free Traders.

The Orion pirates did not contact the ISC until at least Y150 and possibly not until Y162. There may have been some inconclusive skirmishes during that period, which did not result in the ISC realizing they were fighting new nations unknown to themselves. There are also some indications of combat between ISC ships and Paravians, but if this happened, the ISC ships either did not survive or did not realize they were facing a new nation and species. There are reports of ISC ships lost to unknown causes during all historical periods, and some of these may have been lost to Orions, Paravians, or others.

INTER-STELLAR CONCORDIUM EARLY SHIPS

(YR13.2) EARLY HEAVY CRUISER (YCA): The Inter-Stellar Concordium regarded this ship as a heavily-armed command platform that was necessitated by the need to combat the occasional space-going monster. As might be expected, it was larger and thus had greater facilities than the Inter-Stellar Concordium's other ships. Many large task forces fielded by the Inter-Stellar Concordium used a ship of this type as the command ship. (Sometimes more than one ship of this type would be part of a task force, of course.) It was considered overkill to use this ship to chase pirates.

The boarding parties on this ship are not actually Marines, but rather police officers seconded to the Navy. Most Inter-Stellar Concordium ships had such a "peace-maintainer" company embarked. That necessity provided the skills and training that would be expanded into the needs of a true Marine force (such as conducting hit-and-run raids to disable the bridge of a pirate freighter so that it could be captured) was incidental, and not intended.

Records indicate that prior to encountering the Gorns and Romulans there were never more than thirty ships of this class in service at any one time. Sometimes there were fewer than thirty as a result of a ship being crippled by a space monster, and one notable case where a ship was ambushed

by pirates in an asteroid field and so badly damaged it was out of service for a year.

The shuttle bays on these ships did not have balconies.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y129; refitted to Type-N (Range 3) at no cost in Y155.

Transporters: Range 2; extended to Range 3 at no cost in Y118; extended to Range 4 at no cost in Y136; extended to Range 5 at no cost in Y158.

NAMES: *Advantage, Ascend, Defend, Deliver, Director, Liberty, Prosper, Protect, Swift, Trust, Victory, others.*

SSD and counters are in *Module Y2*.

(YR13.3) EARLY LIGHT CRUISER (YCL): Ships of this class made up a large part of the Inter-Stellar Concordium's cruiser force. It was designed to have most of the capabilities of a heavy cruiser on a smaller (and thus cheaper to build and operate) hull. That it retained, despite the smaller size, the full weapons array of the YCA was dictated by the need to be able to fend off monsters more than any other reason. There were between 36 and 42 ships of this class in the Inter-Stellar Concordium Navy at any given time. Like any light cruiser, the YCL could serve as the centerpiece of a small task force. Most often such task forces would be providing disaster relief.

Like light cruisers everywhere, the Inter-Stellar Concordium YCL was not as robust as the heavy cruiser. This made cases of severe combat damage more likely to occur when engaging monsters or even pirates. The records of the Inter-Stellar Concordium state that two ships of this class were destroyed in combat with monsters (incidents which sent shockwaves through Inter-Stellar Concordium society when they happened, but were soon forgotten in the settled day-to-day life of the core worlds). A third ship was lost with all hands under mysterious circumstances; no wreckage was ever found.

The shuttle bays on these ships did not have balconies.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y129; refitted to Type-N (Range 3) at no cost in Y155.

Transporters: Range 2; extended to Range 3 at no cost in Y118; extended to Range 4 at no cost in Y136; extended to Range 5 at no cost in Y158.

NAMES: *Fire, Flame, Lightning, Plasma, Star, Thunder, others.*

SSD and counters are in *Module Y2*.

(YR13.4) EARLY DESTROYER (YDD): The Inter-Stellar Concordium destroyer design was little more than a slight upgrade of the even smaller YFF. As with the destroyers of most empires, its job was to supplement and protect the more expensive cruiser hulls and to undertake those missions that were simply not worth the expense of sending and maintaining a cruiser on station. The support facilities were no better than those on the YFF and the YDD's firepower was only marginally superior, but it did have stronger shields.

The YDD was the ship of choice for dealing with pirates during the Inter-Stellar Concordium's period of isolation. The Inter-Stellar Concordium Navy had at least forty ships of this class in Y100 and about 60 in Y160. Seven ships of the class were either destroyed or so badly damaged they were scrapped during that period.

Like most destroyers, the Inter-Stellar Concordium YDD was frequently used to fill out task forces. It was not unusual for a task force to include a single YCA or YCL and four or five YDDs and YFFs.

The shuttle bays on these ships did not have balconies.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y129; refitted to Type-N (Range 3) at no cost in Y155.

Transporters: Range 2; extended to Range 3 at no cost in Y118; extended to Range 4 at no cost in Y136; extended to Range 5 at no cost in Y158.

NAMES: *Act, Admire, Battle, Blaze, Crescendo, Crush, Enforce, Flash, Fortitude, Splendor, Thrust, Vindication*, others.

SSD and counters are in *Module Y2*.

(YR13.5) EARLY FRIGATE (YFF): The smallest and most numerous of the Inter-Stellar Concordium ships in the period of isolation. At least fifty ships of this type were in service in Y100 and about 80 in Y160. They were very cheap to build and very cheap to operate. They were also very maneuverable, which enabled more than one to escape from a trap set by pirates.

About a third of these ships were operated by the Inter-Stellar Concordium's police forces who used them as local defense ships and escorts in areas where there was risk of pirate attack. Between Y82 and Y160, eleven ships of this class were destroyed, or scrapped due to damage. Most were lost in action against monsters or pirates.

The shuttle bays on these ships did not have balconies.

Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y129; refitted to Type-N (Range 3) at no cost in Y155.

Transporters: Range 2; extended to Range 3 at no cost in Y118; extended to Range 4 at no cost in Y136; extended to Range 5 at no cost in Y158.

NAMES: *Aurora, Boloid, Chorona, Comet, Eclipse, Electron, Galaxy, Hypermass, Meteor, Moon, Nebula, Neutrino, Neutron, Nova, Nucleon, Positron, Proton, Pulsar, Quark, Quasar, Supernova, Tachyon, Void*, others.

SSD and counters are in *Module Y2*.

INTER-STELLAR CONCORDIUM EARLY TUG & PODS

(YR13.6) EARLY TUG (YTG): Not quite typical of its type as, unlike the tugs developed by most empires, it could only operate with two pods, or none. This was not seen as a design flaw by the Inter-Stellar Concordium as the tug would often be going where freighters had been before, and there would always be pods that needed to be returned to the logistics centers to be filled. The Inter-Stellar Concordium's tug was often used to recover freighters that had broken down. Operationally the tug would carry a replacement freighter to the site of the breakdown together with a cargo pod. The replacement freighter would take over the mission of the disabled freighter, while the tug would take the disabled freighter and its cargo pod of supplies to a base where the freighter could be repaired. If the disabled freighter was a large one, the tug would not carry a pod of supplies to deliver, and might not bring a replacement freighter. It was an unusual arrangement that seemed to work for the Inter-Stellar Concordium, but would cause them problems during their pacification campaign.

The ISC had four tugs in operation in Y82 and seven in Y160. One tug was destroyed in a pirate ambush while responding to a report of a disabled freighter.

The SSD includes two cargo pods. Other pods might be introduced in later products.

The shuttle bays on these ships did not have balconies.

Type-Y (Range 1, 360°, any legal target); refitted to Type-M (Range 2) at no cost in Y129; refitted to Type-N (Range 3) at no cost in Y155.

Transporters: Range 2; extended to Range 3 at no cost in Y118; extended to Range 4 at no cost in Y136; extended to Range 5 at no cost in Y158.

NAMES: *Contribute, Preserve, Provide, Request, Tranquility*, others.

SSD and counter are in *Module Y2*.

(YR13.6A) CARGO PODS: The SSD sheet of the tug includes two cargo pods (R13.23). These pods were in use prior to the Y160 date in *Module C2*.

(YR13.0) PRE-ISC WARP-DRIVEN SHIPS

The five planets that became the ISC built and operated their own ships prior to unification. They began with sublight non-tactical-warp ships, which were refitted with warp power but were ineffective in combat due to a lack of suitable weapons. These ships are not presented in *Module Y2* as they would be of little interest to players. When weapons became available in Y32-36, new ships (some of them based on earlier sub-light and warp-refitted ships) were built. These are designated with "W" for warp-driven, a different usage of the prefix than with other empires.

KORLIVILAR WARP-DRIVEN SHIPS

(YR13.7) WARP-DRIVEN HEAVY CRUISER (WCA): An improvement over earlier sublight cruisers, the WCA was designed to emphasize the preferred fighting style of the Korlivilar themselves: get close, stay close, and claw them to pieces. The ship was maneuverable enough to accomplish that. The Korlivilar's aggressiveness led them to place a large Marine force on their ships, and the heavy weapon they developed was selected for its rapid-fire qualities. The focus of the Korlivilar WCA was all-out attack.

Between Y32 and Y40, the Korlivilar built four cruisers of this design. From Y46 on, the ships of the Korlivilar, like those of the other nations of the nascent Inter-Stellar Concordium, operated largely on the defensive when not involved in the search for new resources or suppressing piracy in their own expanding space. Between Y82 and Y92, the Korlivilar gradually scrapped their home fleet and reassigned those of its citizens with a yen to serve to the expanding Inter-Stellar Concordium Navy.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Foe Biter, Foe Killer, Foe Render, Foe Slasher*.
SSD and counters are in *Module Y2*.

(YR13.8) WARP-DRIVEN LIGHT CRUISER (WCL): Like the WCA, the Korlivilar WCL was focused on the attack. Its armament was nearly identical to that of the WCA, and it carried the same Marine complement. The ship, like the WCA, evolved from an existing sublight design. It was at the upper end for a light cruiser, which allowed it to excel in operations with the WCAs.

Between Y32 and Y42, only six ships were converted. One of these was badly damaged in Y36 in what would be the last major clash between the Korlivilar and the Rovillians, but in a sign of things to come, instead of destroying the nearly helpless Korlivilar ship, the Rovillian captain chose to allow it to withdraw. One ship of this class remained in service through Y90 as a combination home guard and training ship. It was kept in orbit around Korlivala as a museum ship, but was finally scrapped in Y150 as few visited the old war relic and the cost of maintaining its life support systems and stabilizing its orbit was deemed excessive.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Blood Hunter, Dark Hunter, Moon Hunter, Prey Hunter, Star Hunter, Stealth Hunter*.

SSD and counters are in *Module Y2*.

(YR13.9) WARP-DRIVEN DESTROYER (WDD): The Korlivilar WDD was a solid design intended to support the WCA and WCL, as well as undertake independent missions. At least four destroyers were built between Y32 and Y40. Two engaged in combat actions with a Q'Naabian ship in Y44, but the action was inconclusive, both sides withdrawing with some damage. All four of the WDDs served into the Y80s, acting in the role of "defensive monitors" over Korlivilar colonies initially, but later serving to protect the colonies of the other members of the Inter-Stellar Concordium. They were all scrapped by Y90 as too old and expensive to operate.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Swiftbite, Swiftdeath, Swift Hunter, Swiftstrike*.

SSD and counters are in *Module Y2*.

(YR13.10) WARP-DRIVEN FRIGATE (WFF): The WFF was a good stable-mate for the WDD, and the Korlivilar built at least six WFFs. The WFFs, being smaller ships and more easily risked, were involved in several different engagements between Y32 and Y46. As with most warp-driven ships, they remained in operation well past their time, serving as defense monitors and occasionally as escorts for freighters. The last WFF entered service in Y47, but this seems to have been a ship begun a decade earlier and stored until pirate activity in a certain region required more ships that could be stationed there more or less permanently. The last WFFs were scrapped in Y84.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Biter, Hunter, Killer, Render, Slasher, Striker*.

SSD and counters are in *Module Y2*.

PRONHOULITE WARP-DRIVEN SHIPS

(YR13.11) WARP-DRIVEN HEAVY CRUISER (WCA): The Pronhoulite warp-drive heavy cruiser was based closely on a pre-warp design and did not adapt well to the new technology. It was sluggish, and sometimes had difficulties bringing its primary weapons to bear. More than once, Pronhoulite captains found themselves forced to fire their primary weapon at a less than satisfactory range or risk the weapons discharging themselves and the ship getting into a close-range fight before it could fully reload. The weak rear shields, combined with the ship's sluggishness, sometimes enabled opposing forces to get in telling shots, even when the ship was supported by other units.

The Pronhoulites generally tried (after a near disastrous duel in Y33 between the first ship and a Rovillian WCA) to operate the ship only as the centerpiece of a task force, but this was not always possible.

The Pronhoulites built five cruisers of this design between Y33 and Y39; one might actually have been a conversion (perhaps during construction) of the pre-warp design. The five ships remained in service until Y69, when they were placed into mothballs. In Y120, the ships were scrapped as unneeded.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *King Rathanon**, *Queen Rathanon*, *King Greethon IV*, *King Veenarnon*, *Queen Branaphac*.

SSD and counters are in *Module Y2*.

(YR13.12) WARP-DRIVEN LIGHT CRUISER (WCL): The warp-driven light cruiser carried the same armament as the WCA, but suffered from the same maneuverability problems. It was a capable combatant, provided it could avoid being outmaneuvered. The ship was best used defensively, but the Pronhoulites recognized that wars are not won by defense. They tried as much as possible to operate their warp-driven ships in task groupings, but ran into the problem that there were too many things to defend, and too many things to attack, and not enough ships.

The WCLs engaged in a few skirmishes, none of which were of decisive import except as defensive successes. The ships were placed in mothballs in Y69, and scrapped in Y120.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Prince Vrenalnon II**, *Prince Kantonan III*, *Princess Gravonon*, *Prince Rathanon*.

SSD and counters are in *Module Y2*.

(YR13.13) WARP-DRIVEN DESTROYER (WDD): The Pronhoulite WDD proved to be a maneuverable ship, at least compared to the WCA and WCL, but had a weapons suite that was more than it could operate. WDD captains almost always found themselves forced to cycle only one of their plasma-vortex launchers at a time in order to retain enough power to maneuver to get the best use out of the weapon. Had the Pronhoulites not joined the ISC, they might have refitted their WDDs into larger ships with more power.

The Pronhoulites built seven ships of this class between Y33 and Y40, and were planning on launching a major offensive against the Q'Naabians when their new fleet was ready in Y42. By Y40, the realization that offensive action was not needed to gain resources had set in and the Pronhoulites stopped their buildup, the first of the nascent Inter-Stellar Concordium nations to do so.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Duke Kafur**, *Duke Manafon*, *Duchess Profon*, *Duchess Lufin*.

SSD and counters are in *Module Y2*.

(YR13.14) WARP-DRIVEN FRIGATE (WFF): The Pronhoulite warp-driven frigate had the distinction of being the most prolifically built warp-driven ship in Inter-Stellar Concordium space. No less than twelve ships were built between Y32 and Y41. The ship proved no more maneuverable than the WDD, but the Pronhoulites recognized the need to have ships to cover the flanks of their larger vessels. Like the WDD, WFFs would find themselves assigned to independent missions simply because there was no other ship available for the task at hand, and warp-driven ships were superior to the almost useless warp-refitted sublight ships.

Because there were so many of them, the Pronhoulite WFF had two other distinctions. A Pronhoulite WFF was the last warp-driven ship in active service, being retired in Y92 after serving as a colony guard ship. The other distinction was being the last warp-driven ship to be destroyed in combat when a WFF probing an asteroid cluster in Y86 while looking

for Space Boars stumbled into a nest of pirates and was overwhelmed.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Baron Branaphac**, *Baron Phon Lufin*, *Baroness Kafur*, *Baron Veenar*.

SSD and counters are in *Module Y2*.

Q'NAABIAN WARP-DRIVEN SHIPS

(YR13.15) WARP-DRIVEN HEAVY CRUISER (WCA): The Q'Naabians demonstrated their practicality by developing a warp-capable drone with a new warhead and fitting it to their ships. This would prove fortuitous as their designs were perhaps the worst in adapting to warp technology.

The earlier Q'Naabian sublight cruiser with warp engines had staggeringly poor maneuverability, and would have had a difficult time bringing heavy weapons to bear on a target. The warp-capable drones, however, could be launched in any targeting aspect, which went a long way towards negating the maneuver problems. The Q'Naabians took this lesson too much to heart, considering the unmaneuverable WCAs adequate because they were armed with drones. This proved a near disaster as the ships were vulnerable to attack from any quarter by more maneuverable enemies.

If the Q'Naabians had been able to build ships faster, and developed logistics systems to supply their ships with additional drones, they might have dominated Inter-Stellar Concordium space in much the same manner as the Klingons dominated the Four Powers. As it was, the Q'Naabians only managed to build four ships of this design, one in each year from Y32 to Y35.

The Q'Naabians attempted to take the offensive several times, but constantly found it necessary to withdraw due to the difficulties in keeping their ships supplied with the new drones. (The original plans called for the ships to build new drones as needed, but this proved too difficult.) It was the Q'Naabians who would later prevent the Inter-Stellar Concordium from trying to further develop the weapon, noting how much trouble it was to keep their ships supplied when far from their home system.

The Q'Naabians retained their four WCAs as system defense ships until Y73 when they decided to scrap them all.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Crystal*, *Glacier*, *Ice**, *Iceberg*, *Icicle*, *Shard*.

SSD and counters are in *Module Y2*.

(YR13.16) WARP-DRIVEN LIGHT CRUISER (WCL): Only four WCLs were built, and while they were slightly more maneuverable than the WCAs, they had similar problems with their drone stocks.

After expending most of its drone stocks and sustaining some internal damage and barely fending off a boarding attempt, one Q'Naabian WCL was driven off by a pair of Korlivilar WDDs in Y34. The action demonstrated that the Q'Naabian ships were simply not effective raiders. The WCLs were used to protect Q'Naabian colonies beginning in Y44, and were scrapped by Y73.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost

in Y81, but never extended further.

NAMES: *Dissonance, Echo, Orotund, Resonance*, Reverberant, Plangent.*

SSD and counters are in *Module Y2*.

(YR13.17) WARP-DRIVEN DESTROYER (WDD): The Q'Naabians built six of these destroyers starting in Y33. The ships were intended to supplement and support the cruisers, which were to deliver the hammer blows that would win the various wars. The delay in building the warp-driven cruisers left much of the defensive effort to be carried by the YDD between Y33 and Y36. Q'Naabian WDDs were, however, involved in some of the last raids of the Resource Wars, but none of their captains pressed the issue for fear of not having any drones to fight with when they inevitably had to retreat.

The Q'Naabian WDDs were only rarely used as defensive monitors outside of the Q'Naabian home system, and only at planets where stocks of drones could be manufactured to resupply the ship. They were withdrawn from that duty in Y50 and relegated to mothballs the following year. In Y73, they were scrapped along with the other Q'Naabian warp-refitted ships.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Beetle*, Chafer, Firefly, Scarab, Soldier Beetle, Weevil.*

SSD and counters are in *Module Y2*.

(YR13.18) WARP-DRIVEN FRIGATE (WFF): The Q'Naabians built six frigates of this design in Y33 and Y34 (three each year). They were meant only as a stopgap measure to defend their home system until the warp-driven cruisers could be made ready. Delays and difficulties in getting the cruisers ready resulted in the ships being used in offensive operations as well as defensive.

One Q'Naabian frigate, *Rostrum*, was destroyed in combat with a Rovillian destroyer in Y35. Q'Naabian frigates took part in raids in Y38-Y46, one of which seems to have been the last conducted in the Resource Wars.

The ships were operated as armed high-speed transports starting in Y40, designed to carry restocks of drones for the cruisers. These transports were used in Y50 to carry Q'Naabian dignitaries to meetings. This was their major contribution to the formation of the Inter-Stellar Concordium. The operations in that decade wore out the fragile hulls and the ships were scrapped by Y62.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Beak, Jawbone, Mandible*, Pincer, Proboscis, Rostrum.*

SSD and counters are in *Module Y2*.

ROVILLIAN WARP-DRIVEN SHIPS

(YR13.19) WARP-DRIVEN HEAVY CRUISER (WCA): The previous Rovillian sublight cruiser was designed for all-around defense, and this concept was retained when new designs were built with warp technology. The Rovillians were one of the first nations to begin refitting sublight ships with warp technology, and the construction of new warp-drive ships was a just-in-time event as they were being hard-pressed by the Korlivilar and Veltressai. (They were not allied at the time, but were both focused on trying to force the Rovillians to

capitulate.) The sudden appearance of the first warp-driven cruiser disrupted the offensive operations of both nations, throwing them on the defensive until they could ready their own warp-driven ships. If only one of the two nations had been attacking the Rovillians at the time, the Rovillians might have concentrated on that one nation and won a decisive battle. The need to keep their first warp-driven ships shifting between those two, and also threatening the Pronhoulites (the Q'Naabians were not an immediate concern) prevented the Rovillians from launching one sustained offensive.

By Y35, the Rovillians had five ships of this class and were reasonably certain of their ability to defend themselves, but they had already begun spreading out, away from the other nations, in search of new resources. Finding such within easy reach of their new warp-driven ships, the Rovillians opted to delay offensive action until enough resources could be brought in to build a large warp-powered fleet.

By Y42, cooler heads had prevailed, and offensive plans were set aside. The Rovillian government negotiated with the other nations to achieve a general cease-fire and later a division of surrounding space into exploration zones.

The Rovillians had ten ships of this class by Y42, a truly awe-inspiring assembly of martial strength compared to the number of WCAs available to any one of the other nations. As part of making peace, the Rovillians scrapped five of the ships in Y48, and retained the others as local defense ships until Y82, when they were placed into mothball storage. In Y110, the Rovillians scrapped their remaining warp-driven ships.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Accolon, Claris, Evander, Karadoc, Lorigal, Maronex, Narsinga*, Pandragus, Rathlean, Varlan.*

SSD and counters are in *Module Y2*.

(YR13.20) WARP-DRIVEN LIGHT CRUISER (WCL): The Rovillian warp-driven light cruiser was designed (as was the sublight ship it was based on) to do one thing: charge the enemy and destroy them. Everything else was secondary to the attack. The Rovillians had seven ships of this class available in Y42. They were considered to be offensive weapons, and were voluntarily scrapped by the Rovillians in Y48. During their brief service, they were a constant source of concern to other nations, particularly since two had raided Q'Naabian space in Y35, severely damaging orbital defenses at several colony planets.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Carbonek, Grimal*, Lamorak, Malduc, Orcades, Tregalen, Zitus.*

SSD and counters are in *Module Y2*.

(YR13.21) WARP-DRIVEN DESTROYER (WDD): The Rovillian WDD was built in almost the same mold as the WCL — a ship totally committed to the attack. The Rovillians had eight ships of this class available in Y42, and would have had two more except that the Pronhoulites destroyed one in Y35, and another was lost under mysterious circumstances in Y38.

The Rovillians retained the ships through Y57 as anti-piracy ships. They were then used as planetary defense ships for another decade before being scrapped in Y67.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost

in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Cyon, Dornar, Llamrai, Mabuz, Nabon, Odgar, Tintagel*, Wygar*.

SSD and counters are in *Module Y2*.

(YR13.22) WARP-DRIVEN FRIGATE (WFF): The Rovillian WFF was always intended to be nothing more than an escort for merchant traffic and a support unit for larger ships. The Rovillians built ten ships of the class between Y33 and Y42, and continued to operate them as escorts through Y80 when they were retired and scrapped.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Bertilak, Carnwennan, Driant*, Escanor, Florie, Gorlagon, Melot, Nimue, Palante, Taulet, Rivalin, Yder*.

SSD and counters are in *Module Y2*.

VELTRESSAI WARP-DRIVEN SHIPS

(YR13.23) WARP-DRIVEN HEAVY CRUISER (WCA): The Veltressai were one of the last nations to really start warp-refitting their sublight ships, and the last to start building new warp-driven designs. The principle reason given is that it took time to develop the plasma-V torpedo into a viable warp-capable weapon. However this was countered by others pointing that a purely phaser-armed ship would have at least given them a solid defensive capability. What seems to have been the principle motivation was the Rovillians fielding their own warp-driven heavy cruiser, and moving it from point to point so quickly that the Veltressai at first thought the single ship was at least a half-dozen different ships.

The Veltressai warp-driven ship appeared more-heavily-armed than others, but it proved difficult to land telling blows with the plasma-V weapons. However, it was noted that the sight of the approaching balls of plasma energy would make even a Korlivilar captain shy away from impact. The ISC would take this lesson to heart: seeking weapons forced the enemy to maneuver.

The Veltressai completed four ships of this class by Y36 and another three by Y42 when they recognized that there simply was no longer a need for direct combat over the resource worlds. The Veltressai WCA was, however, a relatively decent design and it remained in service until Y75. The Veltressai placed four of the ships in mothballs, later using one as a museum ship while scrapping the rest in Y89. The Veltressai museum ship was destroyed in a cataclysmic accident in Y103, when the impulse engines of a freighter malfunctioned, driving it into the museum with a loss of over 100 lives.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Chiryo, Doumei, Heiwa*, Junkai* (first 4), *Toressai* (museum ship), *Erpiu, Ponrebsara*.

SSD and counters are in *Module Y2*.

(YR13.24) WARP-DRIVEN LIGHT CRUISER (WCL): Carrying nearly the same armament as the WCA, the WCL was a capable ship in the hands of a good captain. The Veltressai built five ships of this class beginning in Y33. It was not a good design, and the five ships constituted the entire production run. The ships served with the Veltressai fleet until

Y45, when the Veltressai converted them all to exploration ships (to be seen in a future product).

The ships were retired in Y84 and scrapped in Y90.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Gwahai*, Hoche, Stada, Toron, T'taw*.

SSD and counters are in *Module Y2*.

(YR13.25) WARP-DRIVEN DESTROYER (WDD): One of the more capable warp-driven destroyers, the Veltressai WDD entered service at the same time as the WCA and at least eight were built. Further construction was halted in Y38 to concentrate more resources on the rapidly-expanding exploration zone. The ships served as colony defense ships and escorts until Y67 when they were retired.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Beoth, Miqma, Moha, Nisg', Nuutk, Peiga, Senec*, Tusca*.

SSD and counters are in *Module Y2*.

(YR13.26) WARP-DRIVEN FRIGATE (WFF): As with the WCA and WDD, the Veltressai WFF proved to be a good ship, but the Veltressai concentrated their efforts on larger ships and only six frigates were ready by Y36, although four more were built by Y40. In Y65, this class of ships became the basis for the police forces of the nascent Inter-Stellar Concordium, being granted as a gift to the police forces by the Veltressai government. The ships served until Y88, when they were replaced by new YFFs.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) at no cost in Y81, but never extended further.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

NAMES: *Emshi*, Me'tu, Nuna, Onta, Saske, T'sahk* (first 6), *Labre, Liyae, Nir, Rou'ya* (by Y40).

SSD and counters are in *Module Y2*.

THE ISC IN THE EARLY YEARS

In one of those unexplained quirks of galactic geography, the races that would become the ISC were all located in one small area in the center of a vast region (7,000 parsecs across) containing no other sentient races. The Veltressai, Korlivilar, Rovillians, and Pronhoulites were all about 100 parsecs apart, and the Q'Naabians were only about 300 parsecs away.

These five races discovered Non-Tactical Warp about Y175 and began exploring. They quickly encountered each other in meetings that were sometimes calm and, other times, violent. The new technology of star travel (as opposed to simply space travel) produced new industries that were hungry for rare metals, crystals, and other things that could only be found in space.

The five exploring races quickly located key planets which became known as "The Resource Worlds" in their general area. Fighting erupted over control of these worlds. This fighting was almost inevitable, since the version of non-tactical warp that the five races all developed was short-ranged and unreliable, and it was easier to fight for worlds already known and only 50 parsecs away than to launch

dangerous survey missions 100, 150, or 200 parsecs away. (The odds of traveling 250 parsecs into unknown space and returning alive with any worthwhile cargo were effectively zero.) Alliances and trading partnerships were made and broken, and corporations from each of the Five Races did not always adhere to the political agreements of the five planetary governments. A planet one government agreed to cede to another might be exploited by a company from another government. The unstable situation touched off war after war over a period of a century and more. Every one of the Five Races was allied to and at war with each of the other four races several times during this period, although the Q'Naabians tended to be more aloof due to distance.

Tactical Warp technology was first invented by the Veltressai about Y10 and quickly copied by everyone else. The problem was that weapons technology lagged behind warp technology, and while the ships could fight at trans-light speeds, they had nothing to fight with! Conflicts over The Resource Worlds changed radically. Ships could fly around, but could not hit each other unless one of them stopped. Because a ship had to stop (or worse, land) at a planet to pick up whatever resources they were there to get, the situation became impossible. No one could keep enemy trans-light ships out of a Resource World System, and the risk of stopping to load cargo was considerable. A trans-light ship could "fly by" the stopped cargo ship and destroy it, while such a raider was itself invulnerable to the weapons of ships trying to guard the cargo ships. Suddenly, the Resource Worlds that had been the driving engine of the economies of all five planets became unreachable.

But the tactical warp power that made the Resource Worlds unreachable suddenly brought thousands of new planets into safe exploration range. Each of the five planets that would one day become the ISC spread out in an arc away from the other planets, and the central area of what would become ISC territory began to resemble a pie sliced into five pieces. There was no need to fight over the long-known Resource Worlds when the New Worlds were available, and no need to fight over the New Worlds because there were plenty of them for everyone, and if one race captured a planet found by another race, the other race would simply begin using another of the New Worlds. War became as unnecessary as it was impossible.

By Y30, the Pronhoulites had developed phasers, and by Y32, the Korlivilar had developed plasma weapons. By Y36, all Five Races had both kinds of weapons and were installing them on new ship types designed from the keel up for tactical warp and warp-class weapons. But all Five Races were having no trouble feeding the resource demands of their expanding industries, and no trouble finding suitable worlds to colonize. A few confrontations occurred, but real combat was increasingly rare, because there were too many resources available. No race could defend what it had found, and no race had to conquer worlds found by other races. War was now possible, but was found to be unnecessary and unprofitable. The original Resource Worlds were divided up by treaty, and peace was at hand in a decade. Trade blossomed, and the first courageous traders and industrialists began to visit, and even take up residence on, planets of the other races. Ships were armed to deal with monsters (space dragons, space boars, space eels, and others). They had far fewer weapons than the equivalent ships of the other empires, empires that the Five Races had never contacted. There was a limited amount of piracy conducted by corporate or government ships that "went outlaw" and saw a means of making a quick profit. The nearest Orion Pirates were thousands of parsecs away building Pirate Kingdoms in Romulan space, with no need or interest in going as far as the future ISC territory.

The Five Races were ravenous in their need for resources, and with thousands of unoccupied New Worlds to pick from, could (and did) take the "easiest to get" resources from each planet and then move on, sometimes leaving ecological devastation in their wake. Later, corporations from the Five Races followed the original explorers and pursued harder to reach resources on these New Worlds, causing even more ecological damage. It was this practice which almost doomed the Five Races, as they accidentally triggered a sudden explosion in the local population of space boars (by digging into egg chambers). Survey ships and colonies in the New Worlds were suddenly under attack from "stampedes" of space boars, and while these "deep space life forms" were not that dangerous in small numbers, the under-armed ships of the Five Races were no match for entire "stampedes" of them.

In Y47, a lone Veltressai exploration ship found itself surrounded by space boars, and unable to escape due to engine damage. Desperately, they broadcast a plea for help, a plea that was heard by two other ships, one from Korlivala and one from the Pronhoulites. Both of the others had been running from the same stampede of space boars. Together, the three ships were able to survive the stampede and escape.

The ISC was founded two years later, not as an alliance or a government, but as a protocol for space rescue and temporary self-defense. Exploration, mining, and colony ships constantly tracked the location of each other, not out of paranoia, but so they would know the location of the nearest help in the event of an attack by a "deep space life form".

The first deep space military bases were formed by the ISC as locations where damaged ships could take shelter and get repaired. (Previously, the Five Races had not built such bases because they would be hard to defend and it was easier to give up a disputed colony and find another one than to fight for the first one.) The corporate ships of the Five Races quickly discovered that it was better to have their survey ships operate from these bases rather than making long trips back to the home planet. Cheaper bulk freighters could bring home the resources that the survey ships found and the mining ships extracted. The Five Races agreed to form a multi-racial police element (the first "armed" element of the ISC, cops with stun phasers) to maintain order on the bases (where sailors got drunk and blew off steam). In Y65, a Q'Naabian ship captured a pirate raider, and turned it over to these "ISC Police" rather than deal with the pirates themselves. A few years later, the ISC Police had their own starships to perform rescue and anti-pirate duties. By Y80, the Five Races had agreed to standardize "armed" starship designs and (to promote trust) provide them with multi-racial crews.

Then, on a fateful day in Y160, one of these ISC ships, on patrol deeper into space than any other had ever gone, detected the energy flashes of a Gorn-Romulan battle, and the ISC became aware of the other races.

(YR18.0) PARAVIAN MARAUDERS

PARAVIAN MARAUDERS EARLY WARSHIPS

(YR18.6) GRAY HAWK EARLY DREADNOUGHT (YDN):

The data on this ship is very unclear as the records of the Gorn Confederation recovered from the data files give conflicting information. There are indications that there was one ship of this class, and it was destroyed in its construction dock as the Gorns imposed their blockade on the planet. Other records state that a ship of this class participated in a major action, along with other Paravian ships at an untranslatable location and that four Confederation warp-refitted battleships, among other units, were lost. These records indicate that the Paravian YDN was damaged and was in fact in the planetary dock undergoing repairs from that action.

So far, review of the records has not indicated the existence of an earlier dreadnaught (whether sublight or warp-refitted), so this ship appears to have been entirely new construction.

There is no question that the ship would have been a powerful raider in its own right, and every reason to accept reports that the Confederation Admiralty was terrified that this ship might in fact exist and be in operation (perhaps accounting for several ships that "went missing" about the time reports of its existence appeared).

Only the Paravian records would have been able to clear up the matter, but there are no extant Paravian records in the data files except what the Confederation recovered from Paravian military forces (captured ships and isolated ground bases). All else of the Paravian side of the conflict has been lost in the fires of the nova.

This ship cannot land on planets.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Demonbreaker, Demonburner*.

SSD and counter are in *Module Y2*.

(YR18.7) GOBLIN EARLY FRIGATE (YFF): Previous records indicated that few of the original Paravian sublight frigates survived to be converted to early years technology. Review of the data files indicates that while the Paravians did not convert any of their sublight (or warp-refitted) frigates, they did construct about a dozen (the number is hazy) entirely new hulls incorporating the technology.

The ships were used principally as patrol and picket ships. It is believed one of these was the last warp capable Paravian ship destroyed by the Confederation after it instituted its blockade.

This ship can land on planets using the aerodynamic landing system (P2.433).

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Fire Caster, Nightshrike, Rock Breaker, Seastorm, Water Slasher, Windhowler*.

SSD and counters are in *Module Y2*.

PARAVIAN NEST DEFENSE PLATFORM

SHIP DATA TABLE		ADMINISTRATIVE SHUTTLES		
TYPE	S-NST	IDENT	HIT POINTS	NOTES
LIFE SUPPORT	1+1/2			
SIZE CLASS	2			
REFERENCE	= YR1.1-18A			

SHIP DATA TABLE		TRANSPORTER BOMBS		PROBES
TYPE	W-NST	TRANSPORTER	BOMBS	PROBES
LIFE SUPPORT	1+1/2			
SIZE CLASS	2			
REFERENCE	= YR1.1-18B			

CARGO MODULE +5		REPAIR MODULE +8	

CREW UNITS		BOARDING PARTIES	
	*		

SCOUT FUNCTIONS SUMMARY									
20	21	LENDING ECM OR ECM							
30	22	BREAKING LOCK-ONS							
40	23	ATTRACTING DRONES							
50	24	CONTROLLING SEEKING WEAPONS							
60	25	IDENTIFYING DRONES							
70	26	DETECTING MINES							
80	27	GATHERING SCIENCE INFORMATION							
90	28	SELF-PROTECTION JAMMING							
100	29	TACTICAL INTELLIGENCE							
		SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.							

REPAIR MODULE
CREW UNITS: 7

TYPE III DEFENSE PHASER									
DIE ROLL	0	1	2	3	8	15	15	30	50
1	6	5	5	3	2	1	1	4	4
2	6	5	4	4	2	1	0	2	4
3	6	4	4	1	1	0	0	3	4
4	5	4	4	3	1	0	0	4	4
5	5	4	3	3	0	0	0	5	4
6	5	3	3	0	0	0	0	6	3

PARAVIAN NEST DEFENSE PLATFORM TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	BPV
S-NST	Y66-69	15	1+1	TYPE-W	113
W-NST	Y70-84	22	1+3	TYPE-W	136
Y-NST	Y85+	30	1+3	TYPE-Y	160

PARAVIAN NEST DEFENSE PLATFORM TECHNOLOGY UPGRADE TABLE

SHIP	YEAR	SHIELDS	SHIELD COST	TRACTOR	BPV
S-NST	Y66-69	15	1+1	TYPE-W	113
W-NST	Y70-84	22	1+3	TYPE-W	136
Y-NST	Y85+	30	1+3	TYPE-Y	160

QUANTUM CANNON TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	0-5	6-10	11-15	16-18	19	20
SPLASH	7	6	5	4	3	1
	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
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QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

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RANGE	0-2	3-5
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QUANTUM CANNON TABLE

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HIT (2D6)	2-9	2-7
DAMAGE	7	6

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
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QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

QUANTUM CANNON TABLE

RANGE	0-2	3-5
HIT (2D6)	2-9	2-7
DAMAGE	7	6

(YR19.0) THE CARNIVON HORDES

BACKGROUND: The notes included in the ship descriptions provide for the year when Carnivon ships might have received upgrades to their tractor and transporter systems for purposes of a campaign. No Carnivon ships were seen after Y106 and the Kzintis and Lyrans believe they have annihilated the species.

CARNIVON HORDES EARLY WARSHIPS

(YR19.7) GRAY-WOLF EARLY COMMAND CRUISER (YCC):

The Kzintis encountered a ship of this class in Y85; it is not clear when the Lyrans first encountered one but it may have been the same year (and may have been the same ship). Analysis showed that the hull of a Wolf-class heavy cruiser had been lengthened slightly, allowing additional systems to be installed. Cruisers were relatively rare in the Carnivon Hordes, and not many ships of this type were seen in a given year. The last reported sighting was in Y106. A Lyran task force destroyed a ship of this type, and four frigates, while looking for Carnivon-occupied star systems.

The ship did not operate very differently than the standard Carnivon heavy cruiser, and it was thought that each sub-pack of a given horde had one such ship, but this has never been confirmed.

The stronger shields and slight increase in power added to the improved flank defenses of the added phaser-3s made the ship a tough opponent for Lyran and Kzinti cruisers.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Swiftpaw, Tigerslayer, Warclaw.*

SSD and counter are in *Module Y2*.

(YR19.8) PLAINS-COYOTE EARLY NIPPER LIGHT CRUISER (YCN): This was a somewhat unusual design. Operationally, the ship would try to break into an enemy combat formation and employ its multiple heel nippers to fracture it. In this way, the Carnivons sought to separate the ships of their enemies from each other, eliminating their ability to mutually support each other. This only worked if the smaller ships of the Carnivon squadron closed with the ship so that they could mass their fires against the ship that was “cut from the herd”.

The Carnivons attempted such tactics as doctrine (whether a ship of this type was present or not). Often the YCN would be heavily damaged. (Lyran, and particularly Kzinti, captains considered the destruction of a cruiser hull to be a better route to higher command than crippling a few frigates or destroyers.)

While most Carnivon packs had some cruisers, there is no definitive accounting for how many ships of this class made up the total. They were most often seen operating with destroyers and/or frigates, but sometimes another cruiser would be present with the force. The Kzintis and Lyrans both reported ships of this type having single-handedly attacked convoys.

The last ship of this class seen was reported destroyed by the Kzintis in Y104.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Moonhowler, Rapid, Snarler, Strongtail Fury.*

SSD and counter are in *Module Y2*.

(YR19.9) STEPPE-COYOTE EARLY LIGHT COMMANDO CRUISER (YCG): This was a heavily rebuilt Coyote hull completely optimized for the mission of getting Marines down to a planet's surface (or aboard an enemy ship) and extracting them. It was a surprise to the Lyrans and Kzintis that the Carnivons dedicated a cruiser hull to the mission, and several times the Carnivons managed to overrun the ground detachments defending critical forward installations. As with most Carnivon cruiser hulls, the number of these ships they had on hand at any given time is not known. They always seemed to have one when they needed one.

The Carnivons were known to use ships of this type to bring forward replacement personnel for their combat ships, often in company with a YTG carrying supplies and spare death bolts.

The last sighting of a ship of this type was reported in Y103, when it was destroyed by the Kzintis while attempting to conduct a raid on a Kzinti forward logistics point in the Tregar system in *Federation & Empire* hex 0701.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Data: The 34 boarding parties include two commando squads and five heavy-weapons squads; 4 GCV; 2 GAS-Y; 1 HTS-Y. A Carnivon Marine battalion consists of a battalion headquarters of one boarding party, four line-companies each of six boarding parties and a heavy-weapons squad, and a special company composed of two boarding parties, two commando squads, and a heavy-weapons squad.

NAMES: *Bloodfang, Whitefang.*

SSD and counter are in *Module Y2*.

(YR19.10) MOUNTAIN-COYOTE EARLY LIGHT SURVEY CRUISER (YSR):

A ship of this type was encountered by the Kzintis in Y87, and by the Lyrans in Y88. Questioning prisoners taken from the ships revealed that their normal mission was the quest for new territory and identification of resources for exploitation. The ships belonged to the Warlord of a Horde rather than to a pack. In the circumstances where they were encountered, they had been pressed into service to deliver supplies to forward garrisons. As with most Carnivon ships it is not known how many of this type operated. YSRs were seen very rarely, usually as a result of being caught by a raid or major advance by the Kzintis or Lyrans. The last sighting of a ship of this type was in Y100 by a Lyran task force, but the ship fled. It is possible the ship was destroyed later by a unit that was not able to report its victory. Certainly no ship of the type has been seen since.

Like most survey cruisers, the ship had a relatively copious cargo bay to carry supplies to sustain itself on long missions and to study planets (portable laboratories that could be set up on a planet's surface for example). The shuttle bays are not increased; the design simply eliminated the death bolt racks to allow extra shuttles to be employed. The laboratory facilities on board were extensive, and transporters to allow for the hasty recovery of endangered survey teams were sufficient to the task. As the ships were not intended to go in harm's way, but might find themselves there, the shields were not as strong as on the more combat-oriented Coyotes. Over half the crew were scientists and technicians devoted to the survey mission.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

NAMES: *Stalker, Searcher.*

SSD and counter are in *Module Y2*.

(YR19.11) COHIMA-COYOTE EARLY TUG (YTG): The Carnivons always had fewer heavy cruisers than other empires, preferring to build numbers of smaller ships (destroyers and frigates) and swarming their opponents. This may account for their selection of their light cruiser hull on which to base their tug.

Internal cargo volume was restricted (due to the smaller hull) and so was the size of the cargo pods the ship could normally operate (YR19.15).

The shields on this design were not as strong as they could have been because the ship was intended to avoid combat as much as possible. Death bolt launchers were retained in the expanded shuttle bay because they could be launched behind the ship to discourage pursuit as it fled. The large shuttle bay was intended to allow the ship to transfer cargo more efficiently, and at least some ships of this type operated HTS-Y shuttles.

The last sighting of a ship of this type was in Y101. The ship was a derelict that had been abandoned by its crew and was destroyed by the Lyran frigate that discovered it.

This ship can carry one pod of another empire as inactive cargo [under (G14.71) and (G14.72)] on its centerline, but cannot carry two pods from any other empire at the same time. It can carry either one or two Carnivon cargo pods (YR19.15). If carrying one Carnivon pod, it must be on the centerline position. If it is carrying two Carnivon pods they must be mounted side-by-side. The ship is able to carry one freighter (either a single pod freighter or a double pod freighter) under (G14.73) as an exception to the normal restrictions on carrying two foreign pods, but only if the freighter's movement cost is 0.67 or less.

There are no non-cargo Carnivon pods at this time, so there is no current way for the Carnivon YTG to have three pod weights on it at one time. The SSD includes the data for three pod weights because pods added in the future might include such double weight pods, like the Klingon P-V7 (R3.67).

The SSD for this ship includes two Carnivon cargo pods.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Names: *Mother*.

SSD and counter are in *Module Y2*.

(YR19.12) ARCTIC-FOX EARLY DEATH BOLT DESTROYER (YDB): This ship was another curious departure from doctrine for the Carnivons. It did not normally engage Kzinti or Lyran ships closely, but held back, launching death bolts from its multiple launchers in an effort to tie up the target's weapons while other Carnivon ships closed for the kill. The Lyrans and Kzintis both reported encountering several of the ships every year, beginning in Y85. It is not known how many there were. The last ships of this class known to exist were destroyed in Y104, i.e., none were encountered after that date.

It was not unusual to encounter two ships of this class in a single Carnivon force; more than two was extremely rare. Some Carnivon commanders (whether individual ship captains or the commanders of squadrons) violated doctrine and threw these ships directly into the middle of the action, where they were often quickly destroyed. The ships rarely (at least if the stories of Carnivon prisoners are to be believed) used all of their available death bolts, often transferring the weapons from their cargo bays to other ships before returning to forward logistic bases for re-supply.

Despite the larger than normal number of deck crews, these ships are not carriers and cannot purchase additional

deck crews with their commander's option points. They have one deck crew per death bolt rack.

Tractors: Type-Y (Range 1, 360°, any legal target); refitted to type-M (Range 2) at no cost in Y120.

Transporters: Range 2; extended to Range 3 at no cost in Y100; extended to Range 4 at no cost in Y120.

Names: *Blood Ripper, Flesh Ripper, others*.

SSD and counters are in *Module Y2*.

CARNIVON HORDES WARP-REFITTED WARSHIPS

(YR19.13) BEAR-DOG WARP-REFITTED DREADNOUGHT (WDN): Previous reports had indicated that it was unclear if any warp-refitted Bear-Dogs had been encountered (YR19.2), but this has now been verified. The Lyrans recovered the log buoys of several of their ships that did not survive such encounters, and it can be assumed that the Kzintis had similar experiences. There seem to have been at least three, and possibly more, Bear-Dogs operating in the zone of conflict between Y65 and Y94, when all were gradually withdrawn. In those years, the ships seem to have rarely revealed themselves, apparently serving primarily to coordinate the activities of the various packs controlled by a given Warlord.

The ships were withdrawn between Y94 and Y98, only to begin returning in Y96 as their upgrades (YR19.2) were completed. That the upgraded ships took a far more active role in combat operations is well established.

The last known Bear-Dog YDN was destroyed in Y109, when it and the fleet with it were annihilated by the Lyrans.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

Names: *Bearclaw, Beartooth, others*.

SSD and counter are in *Module Y2*.

(YR19.14) WOLF WARP-REFITTED HEAVY CRUISER (WCA): The Wolf CA was a very rare ship. It relied on the effects of its twin heel nippers to create opportunities it could exploit with its death bolts and phasers. There seems to have been only one ship of this type in any given group of six Carnivon ships, and only rarely would one of those six be another cruiser (usually a WCL). This made the ships vulnerable to attack by superior numbers of Lyran or Kzinti cruisers, but Carnivon captains almost never refused an offer of battle if they thought they had even the slightest chance of success.

By Y85, all WCAs remaining in service had been recalled and converted to YCAs.

Tractors: Type-W (Range 1, rear arc, towing only); refitted to type-Y (Range 1, 360°, any legal target) in Y81.

Transporters: Range 1; extended to Range 2 at no cost in Y81, but never extended further.

Names: *Wolfbite, Wolfhound, others*.

SSD and counters are in *Module Y2*.

CARNIVON HORDES CARGO PODS

(YR19.15) CUB-C CARGO POD (P-C): The narrow crossbeam of the Carnivon tug (YR19.11) restricted the size of the pods it could carry; the pod was otherwise no different from the pods used by other empires.

SSD is combined with the SSD of the YTG (YR19.11), there is a counter for a Carnivon pod in *Module Y2*; if more pods are needed, use pod counters from an empire not involved in the scenario.

(SH249.0)-(SH257.0) MINI-CAMPAIGN – THE USURPER**(Y116)**

by Mike Thompson, Texas

In Y116, the Kzinti Duke (known to non-Kzintis as “Cat with Favorable Stars”) decided that he was the most qualified successor to the patriarchal throne. The fact that the current patriarch was still very much alive was only a technicality. The Usurper began a campaign to place himself on the throne.

The following scenarios (and others that may be presented later) are combined into a “mini-campaign” for historical purposes, but they can be played independently and each scenario has no effect on later scenarios. Many battles took place between each of these scenarios, insulating each from the next.

In these scenarios, the Usurper’s forces are designated “Rebels” while the Patriarch’s forces are known as the “Loyalists”.

If using legendary officers (G22.0), both the Usurper and the Patriarch (or his field commander) are legendary captains, except that neither side may employ legendary captain bluffs (G22.21) in any scenario presented here.

The Usurper is under the additional restriction that he cannot operate as a legendary Marine major off of his own ships, i.e., he cannot conduct or assist hit-and-run raids and cannot participate in an attempt to capture a Loyalist ship. This restriction also applies to (D21.344); in such a circumstance the destruction of the ship he was on would dishearten his followers.

(SH249.0) THE ASSASSIN**(Y116)**

by Mike Thompson, Texas

The Patriarch, through his wide-ranging spy system, had learned of the plans of the Usurper. He dispatched a strike cruiser from his Home Fleet (under an officer he knew he could trust) to destroy the Usurper before rebel forces could gather.

The captain of the Loyalist cruiser was told (in his sealed orders) that a Loyalist spy was on board the Usurper’s flagship and prepared to assassinate him on command.

When the Loyalist cruiser arrived at the Usurper’s home system, the captain noted the presence of yet another ship. The feudal lord commanding this frigate was neutral (he had arrived to discuss the possibility of joining the Usurper but had made no commitment yet).

(SH249.1) NUMBER OF PLAYERS: 2; the Rebel player and the Loyalist player.

(SH249.2) INITIAL SETUP

TERRAIN: Class-M planet (P2.21) in hex 2215.

REBEL: YCS *Eclipse* in 2316, heading A, speed 1, WS-0.

LOYALIST: YCS *Comet* in 4201, heading E, speed 15, WS-1.

NEUTRAL: YFF *YFF25* in 2216, heading B, speed 0 in standard orbit (P8.0), WS-0. See (SH249.46).

(SH249.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed.

(SH249.4) SPECIAL RULES

(SH249.41) MAP: The map is fixed; it does not float. Any unit leaving the map is considered destroyed.

(SH249.42) SHUTTLES AND PFs: During the period of the Usurper War, there were no fighters, MRS shuttles, warp booster packs, or PFs. Players may experiment with adding these items within the general rules.

(SH249.43) COMMANDER’S OPTION ITEMS

(SH249.431) Each ship can purchase additional or special equipment as Commander’s Option Items (e.g., T-bombs, extra Marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

(SH249.432) All drones are “slow,” i.e., speed-8. Type-II and type-V drones (speed-12) are available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander’s Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH249.433) Prime Teams (G32.0) are not historically available in this scenario. If players wish to use the optional rules for Prime Teams, the *Eclipse* and the *Comet* would each normally carry one such team.

(SH249.44) REFITS: No refits of any sort had been installed on the ships involved in this scenario. Players might add a refit to one side or the other as a balance factor.

(SH249.45) ASSASSIN: The Loyalist player can order the assassin on board the *Eclipse* to attempt to kill the Usurper himself.

(SH249.451) If this order is given, roll a single die. If the result is a “1”, the assassination has succeeded.

(SH249.452) If the assassination does not succeed, the assassin is killed and the *YFF23* immediately comes under control of the Rebel player.

(SH249.453) The assassination attempt takes place during the Marines Activity Stage (6B7) at the same time as hit-and-run raids are conducted.

(SH249.46) YFF23: The *YFF23* remains in orbit (P8.0) until released by (SH249.452), or until it is fired on or tracted by the *Comet*.

(SH249.461) The Rebel player completes an Energy Allocation Form for the *YFF23* at the start of each turn. It can arm weapons (i.e., warm and charge its phaser-capacitors, prepare a scatter-pack, suicide shuttle, or wild weasel, unload its drone racks to reload them with a particular set of drones, etc.) at the direction of the Rebel player. Any power not used to arm weapons (including loading the disruptor and allowing the charge to drain into space at the end of the turn) can be applied to general shield reinforcement. Note that in order to preserve the option to begin moving in mid-turn reserve warp power should be allocated.

(SH249.462) If the Loyalist player fires weapons at the *YFF23* or tractors it, it immediately becomes active and joins the Usurper.

(SH249.463) While it is neutral, the *YFF23* can fire direct-fire weapons and launch counter-drones at drones and/or shuttles launched by the *Comet* within three hexes of itself if it is within the FA arc of the drone or shuttle. The *YFF23* may use its labs to identify any seeking weapon or shuttle within three hexes of itself at the discretion of the Rebel player. The Rebel player may have the *YFF23* deploy a wild weasel shuttle while it is

neutral at his discretion. The YFF23 cannot use a T-bomb while it is neutral.

(SH249.464) If an assassination attempt fails (SH249.452) the YFF23 becomes active for all purposes at the start of the Movement Segment (6A) of the third subsequent impulse. For example, if the Assassin tried and failed to kill the Usurper on Impulse #1 of a given turn, the YFF23 becomes active on Impulse #4. The delay can be across a turn break, however the Loyalist Player is advised that failing to kill the Usurper on Impulse #29 of a given turn would allow the YFF23 to do a full Energy Allocation in preparation for becoming active on Impulse #1 of the subsequent Turn.

(SH249.47) **USURPER:** The Usurper cannot leave the *Eclipse* and is considered to have been killed if the *Eclipse* is destroyed. (The loss of his personal flagship, even if he personally survived the action, would cost the Usurper any possibility of rallying other nobles to his cause.) He cannot otherwise be killed (or wounded) by any means. Note that if using the legendary captain rules (G22.2), the captain of the *Comet* is subject to being killed or wounded by those rules.

(SH249.5) VICTORY CONDITIONS: If the Usurper is killed, the Loyalists win the scenario, otherwise the Rebels win. Note that it is possible for the Loyalists to win even if the *Comet* is destroyed if the Usurper's ship is also destroyed.

(SH249.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH249.61) Civil wars were not uncommon in the Lyran Star Empire. Replace each Kzinti YCS with a Lyran YCL and the Kzinti YFF with a Lyran YFF.

(SH249.62) Place three defense satellites in orbit around the planet initially in hexes 2214, 2316, and 2116. A ground station (small facility, with no weapons of its own, which cannot be fired on by either side due to the presence of their own personnel) controls the satellites. This ground station has been infiltrated by Loyalist agents who are fighting for control of the station against the Rebels. Each turn, after Energy Allocation but before the beginning of the Impulse Procedure, the Loyalist and Rebel players roll one die and each adds the result to the previous turn's running total. If one player's total is more than six points higher than the other player's, he controls the DefSats on that turn. Note that on a subsequent turn, control of the DefSats may again be in doubt, and that such control may subsequently transfer to the other player. Die rolls for control of the DefSats are not made after one player's YCS is destroyed. The player whose YCS survives wins the scenario.

(SH249.63) For a somewhat larger battle, add a YCL to the Rebel forces within two hexes of the *Eclipse*, same heading, speed, and weapons status. Add a YCL to the Loyalist forces in hex 4202, same heading, speed and weapons status. In this variation the YFF23 is a YCS.

(SH249.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH249.71) Change the Rebel or Loyalist YCS to a YCC.

(SH249.72) Replace the Rebel or Loyalist YCS with a YCL.

(SH249.73) Decrease the Commander's Option Points available to one side.

(SH249.8) TACTICS

REBELS: You need to try to keep the battle near the planet in hopes that the YFF23 will knock down some of the Loyalist's drones even if it does not itself become active. Be

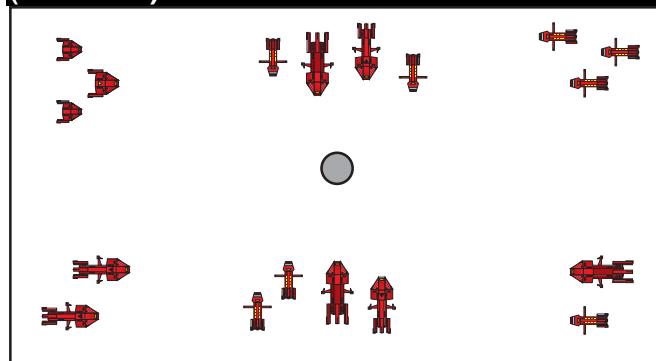
wary the first turn, as the Loyalists will get at least one almost unanswered shot at you.

LOYALISTS: Be careful you are not pulled into a retrograde. Watch where your drones will move to avoid giving the YFF23 opportunities to pare down your seeking weapons. If you have a slight edge, you might gamble on a full out assault on the YFF23 to take it out of the equation, and then roll for your assassin. If he succeeds, you win right there. If he fails . . . well, you had better be sure that "slight edge" is enough to win on.

(SH249.9) PLAYTESTERS COMMENTS: A fun and exciting scenario; an excuse to fight to the death; the assassin makes it more than just a duel.

HISTORICAL OUTCOME: The timely intervention of the YFF23 turned a lost battle into a sudden victory.

(SH250.0) GATHERING FORCES



(Y116)

by Mike Thompson, Texas

The Usurper sent out word to those feudal lords that he thought he could trust to meet him at a small uninhabited moon. There he would accept their loyalty oaths and the combined fleet would proceed to the capital.

The Patriarch again gained word of the meeting and sent a strike force.

As the Rebel and Loyalist forces prepared for battle, neither could be sure about the loyalties of the feudal lords who were arriving.

(SH250.1) NUMBER OF PLAYERS: 4-6; the Rebel player, the Loyalist player, and 2-4 feudal lords.

(SH250.2) INITIAL SETUP

TERRAIN: Small moon (P2.23) in hex 2215.

REBEL: YCC *Zenith*, YCL *Knifeslinger*, YFF *YFF10*, and YFF *YFF17*, arrive on map during Turn #1 within two hexes of 2230, heading A, speed 4, WS-III.

LOYALIST: YCC *Cosmos*, YCL *Magician*, YFF *YFF8*, and YFF *YFF14*, arrive on map during Turn #1 within two hexes of 2201, heading D, speed 4, WS-III.

FEUDAL LORD #1: WCA *Pride of Snarl*, WDD *Stabber*, and WDD *Fangs of Terror* arrive in 0101, heading C, speed 4, WS-III.

FEUDAL LORD #2: YCS *Starfire*, YFF *YFF13* arrives in 4230, heading F, speed 4, WS-III.

FEUDAL LORD #3: YFF *YFF6*, YFF *YFF21*, YFF *YFF25*, arrive in 4201, heading E, speed 4, WS-III.

FEUDAL LORD #4: YCL *Gunslinger*, YCL *Phantom*, arrive in 0130, heading B, speed 4, WS-III.

(SH250.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side (the Rebels or

the Loyalists and any ships of feudal lords that have declared allegiance to them) have been destroyed, captured, or have disengaged.

(SH250.4) SPECIAL RULES

(SH250.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Rebel units can only disengage off the xx30 map edge. The Loyalist units can only disengage off the xx01 map edge. Units which disengage off of an unauthorized map edge are considered destroyed.

(SH250.42) SHUTTLES AND PFs: During the period of the Usurper War, there were no fighters, MRS shuttles, warp booster packs, or PFs. Players may experiment with adding these items within the general rules.

(SH250.43) COMMANDER'S OPTION ITEMS

(SH250.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra Marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

(SH250.432) All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed-12) are available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH250.433) Prime Teams (G32.0) are not historically available in this scenario. If players wish to use the optional rules for Prime Teams, the *Zenith*, the *Cosmos* and the *Starfire* could each carry one such team.

(SH250.44) REFITS: No refits of any sort had been installed on the ships involved in this scenario. Players might add a refit to one side or the other as a balance factor.

(SH250.45) FEALTY: Before the scenario begins, each of the feudal lords draws one card from an ordinary deck of playing cards (no jokers). Each feudal lord keeps his card secret by placing it face down in front of him until the end of the scenario.

(SH250.451) If a feudal lord's card is red (diamonds or hearts) he is loyal to the Usurper. If a feudal lord's card is black (clubs or spades) he is loyal to the Loyalists.

(SH250.452) A feudal lord may reveal his fealty (by revealing his card to one or more other players) at any time. However, the feudal lord should review the advantages he might gain by keeping his fealty a secret as long as possible; see the Victory conditions.

(SH250.453) If a ship belonging to a feudal lord that has not revealed his fealty is fired on and damaged by a ship belonging to the Loyalist or Rebel player, including a feudal lord ship that has openly joined either faction, that feudal lord and all of his ships immediately join the opposing side irrespective of what suit of cards he drew in (SH250.45).

(SH250.454) If a ship belonging to a feudal lord fires on and damages a ship belonging to (or announced to be on the side of) the player matching the suit of the feudal lord's card, that feudal lord has lost the scenario.

(SH250.455) Mines do not count as weapons fire for any purpose in determining a feudal lord's fealty even if laid by transporter directly in front of one of his ships on a given impulse. Their damage is considered neutral.

(SH250.46) USURPER: The Usurper begins the scenario on the *Zenith*. He may move by the rules for legendary officers to any other ship once the scenario begins.

(SH250.461) If not on the *Zenith*, he counts only as a legendary Marine major for purposes of the legendary officer's rules (if they are being used).

(SH250.462) If the Usurper transports onto a ship which he believes is allied to him, but which has not revealed its fealty under (SH250.45), he begins a boarding party combat at the end of the current turn if the player that owns that ship is not loyal to the Rebels. The feudal lord player must reveal his fealty card to the Usurper, but not necessarily other players, when the Usurper boards one of his ships.

(SH250.5) VICTORY CONDITIONS: The Loyalist player wins if the Usurper is killed or captured.

The Rebel player wins if all Loyalist ships (and those feudal lord ships that have declared their allegiance to the Loyalist cause) are destroyed, captured, or have disengaged.

If a feudal lord has revealed his allegiance, he wins or loses in accordance with the above conditions. If a feudal lord has never revealed his allegiance, he scores a "draw", neither winning nor losing.

(SH250.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH250.61) Civil wars were not uncommon in the Lyran Star Empire. Replace each Kzinti YCC and YCS with a Lyran YCA. Replace each Kzinti YCL with a Lyran YCL. Replace the Kzinti WCA with a Lyran WCA. Replace each Kzinti YFF with a Lyran YFF. Replace the Kzinti WDDs with Lyran WDDs.

(SH250.62) Use three red and three black cards instead of a full deck. This guarantees that at least one feudal lord will be loyal to each side.

(SH250.63) For a smaller and more intense battle, limit each feudal lord player to a single YFF and the Rebels and Loyalists to a YCL and a YFF (each).

(SH250.64) A "joker" could be added to the deck with any player drawing it free to choose whatever side he wants, possibly after seeing which way the wind is blowing, and possibly after seeming to align himself with one side before betraying it.

(SH250.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH250.71) Change the YCC of the Rebel player or the Loyalist player to a YCS, or a YCL.

(SH250.72) Increase or decrease the Commander's Option Items available to one side.

(SH250.73) Delete or add a YFF from or to the Rebel player or the Loyalist player.

(SH250.8) TACTICS

REBELS AND LOYALISTS: Both the Rebels and Loyalists need to rally their allies and keep looking over their shoulders because if you do not see the card, you do not know for sure.

FEUDAL LORDS: You want to keep your loyalty secret as long as you can in order to try to maneuver yourself into a favorable position. But remember you can only trust yourself, and whomever you show your loyalty card to. Any feudal lord who will not show you his card may be looking for a chance to take you in the back in support of his side, especially after you have revealed your own loyalty.

(SH250.9) PLAYTESTERS COMMENTS: While this scenario is obviously luck dependent, it does provide a fascinating challenge. This is an excellent "club" scenario with diplomatic aspects.

HISTORICAL OUTCOME: The Usurper successfully drove off the Loyalist forces, although the records are unclear as to which feudal lord sided with the rebels and which with the Loyalists, or if any simply remained neutral and stayed out of the battle. The victory, while significant, did not prove enough to rally the majority of the Hegemony to the Usurper's cause, but this battle was regarded as the formal beginning to the civil war.

(SH251.0) THE RAIN OF TERROR



(Y116)

by John Byrne, Michigan

In Y116 the Kzinti Duke known to history as "the Usurper" was waging civil war against the Patriarch. Part of this war involved punitive attacks on feudal lords who had remained loyal to the throne. During one such attack, the Patriarch had learned of the raid in time to send a few ships from his loyal Home Fleet to support the feudal lord.

(SH251.1) NUMBER OF PLAYERS: 2; the Rebel player and the Loyalist player. In a three-player variation, a third player could control the feudal lord's forces.

(SH251.2) INITIAL SETUP

TERRAIN: Class-M planet (P2.21) in hex 2714.

REBEL: YCC *Zenith*, YCL *Shadowchaser*, YFF *YFF10*, YFF *YFF19*, and YDF *YDF30* enter map on Turn #1 between hexes 4201 and 4210 inclusive, heading E, speed max, WS-III.

LOYALIST: YCS *Comet*, YCL *Warlock*, YFF *YFF8*, and YFF *YFF24*, enter the on Turn #3 from any map edge within five hexes of 0130 inclusive, heading B, speed max, WS-III.

FEUDAL LORD (controlled by Loyalist): Early base station *Churl's Keep* in 2713 in standard orbit (P8.0), initial facing and rotation rate at the player's option, WS-III. See (SH251.45).

WCA *Honor's Guardian* and *WDD Shield Bearer*, both docked to the *Churl's Keep* at start, docking points at the player's option, but both ships must be docked through their #1 shields; both are at WS-0.

(SH251.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH251.4) SPECIAL RULES

(SH251.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Rebel units can only disengage off the 42xx map edge. The Loyalist units can only disengage off the 01xx map edge. The feudal lord units cannot disengage by any means unless they are captured by the Rebels. Units which disengage in unauthorized areas are considered destroyed.

(SH251.42) SHUTTLES AND PFs: During the period of the Usurper War, there were no fighters, MRS shuttles, warp booster packs, or PFs. Players may experiment with adding these items within the general rules.

(SH251.43) COMMANDER'S OPTION ITEMS

(SH251.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra Marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH251.432) All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed-12) are available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH251.433) Prime Teams (G32.0) are not historically available in this scenario. If players wish to use the optional rules for Prime Teams, the *Zenith* and the *Comet* could each carry one such team.

(SH251.44) REFITS: No refits of any sort had been installed on the ships involved in this scenario. Players might add a refit to one side or the other as a balance factor.

(SH251.45) CHURL'S KEEP: Before the scenario begins, the base is allowed to fire four of its phaser-1s at a range of 26 hexes at the unreinforced #1 shield of any one rebel ship. This fire is assumed to take place during Impulse #25 of Turn #0. The rebel ship hit may NOT apply any battery or reserve power to mitigate the damage caused by this fire, nor may it employ any ECM or Erratic Maneuvers. This does mean that the rebel ship will begin the scenario with power in any undamaged batteries.

(SH251.46) PLANETARY BOMBARDMENT: Drones are the only weapons that provide points for hitting the planet (SH251.5).

(SH251.47) THE USURPER: The Usurper is on the *Zenith*. He can change ships by transporter or shuttle, but any such movement by the Usurper must be announced, i.e., the location of the Usurper is known to all players at all times. He can only be killed by the capture or destruction of the ship or shuttle he is on, i.e., he cannot be killed by a hit-and-run raid or by the resolution of a point of internal damage against the box he currently occupies. The Usurper cannot transfer to any enemy ship unless that ship has been captured. The Usurper can escape to another friendly ship by (D21.3) if the ship he is on is destroyed. Killing the Usurper results in a Decisive Victory for the Loyalists and immediately ends the scenario.

(SH251.48) DRONE SUPPLIES: The YDF does not have any type-III drones due to disruptions in the supply situation caused by the civil war. All drone frames on this ship will be either type-I, type-II, type-IV, or type-V.

(SH251.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). The Rebel player receives five victory points for each drone which hits the planet. The Rebel player receives a ten-point bonus if at least one drone hits each of the six hexsides of the planet's surface.

(SH251.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH251.61) Civil wars were not uncommon in the Lyran Star Empire. Replace the Kzinti ships with Lyran ships as follows: Replace the Kzinti YCC with a Lyran YCA. Replace each Kzinti YCS with a Lyran YCL. Replace each Kzinti YCL with a Lyran YCL. Replace each Kzinti YFF and YDF with a Lyran YFF. Replace the Kzinti WCA with a Lyran WCA and the Kzinti WDD with a Lyran WDD.

(SH251.62) The Patriarch might have hired an Orion mercenary force to save the situation. Replace the Loyalist ships with an Orion YCR and two YLRs.

(SH251.63) For a smaller and more intense battle, delete all YCLs and YFFs, but not the YDF, from all sides. In this variation, do not use (SH251.45), i.e., the base has not previously fired on any Rebel units.

(SH251.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH251.71) Change the Rebel YCC to a YCS, or the Loyalist YCS to a YCC.

(SH251.72) Replace the feudal lord's WCA with a YCS.

(SH251.73) Delete or add a frigate from/to the Rebels, or the Loyalists.

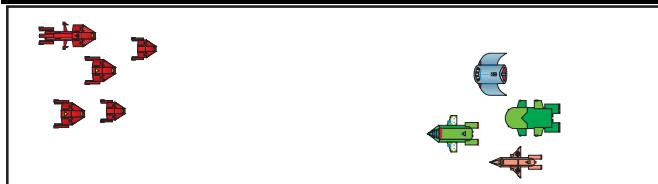
(SH251.8) TACTICS: The key to the game is the base and the ships docked to it. The base must be the center of the Rebel's attack and the feudal lord's defense. Consider that crippling a frigate will score as many points as six drones; use the heavy weapons to pound the ships and let the phaser-3s and drones defend the planet.

If transporter bombs are used, the feudal lord can use them to shield the planet, while the Rebels drop them around the entry hexes of the Loyalist ships.

(SH251.9) PLAYTESTERS COMMENTS: Very challenging. Very suitable for modifications, including minefields, freighters (possibly Q-ships), fighters to defend the planet, etc.

HISTORICAL OUTCOME: The feudal lord's base was wrecked, and both of his ships destroyed, but there was little damage done to the planet. The Rebels withdrew in the face of the arriving Loyalist ships rather than face them with the damage their ships had sustained against the feudal lord's forces.

(SH252.0) STORM SURGE ON THE ROCKS



(Y116)

by Steven Paul Petrick, Texas

The Usurper learned of a previously unknown base on the flank of his advance from which strikes were being launched on his logistics. Knowing the base could not be a major one, as it was not possible for the Patriarch to have constructed one in secret since the beginning of his rebellion, the Usurper sent a detachment to destroy it.

The detachment closed on its objective area under the unanticipated, but fortuitous, cover of a weak ion storm.

(SH252.1) NUMBER OF PLAYERS: 2; the Rebel player and the Orion player.

(SH252.2) INITIAL SETUP

TERRAIN: The entire map is an asteroid field (P3.2) which is currently affected by an ion storm (P14.0). The ion storm is producing two-point gravity waves 2201-2230 moving in direction B/C [(P14.2) and (P9.0)].

There is a large asteroid (P3.4) in hex 2215 which the Orions are using as a base.

KZINTI: YCL *Shadowchaser*, WCA *Pride of Snarl*, WCA *Ripping Slayer*, WDD *Stabber*, and WDD *Solemn Vow*, all within four hexes inclusive of 0515, heading B or C speed max, WS-III. The Usurper is not present in this battle.

ORION: YCR *Phoenix* in 2415, heading D, speed 5, WS-I.

YDR *Thug* in 1815, heading C, speed 5, WS-I.

YLR *Starwolf* in 2318, heading C, speed 5, WS-I.

YSLV *Frelot* in 2312, heading E, speed 5, WS-I.

Asteroid base *Harrigan's Lair* in 2215, the base is unarmed, but has ten boarding parties and five crew units (in addition to the five crew units that represent the boarding parties, i.e., two of the crew units could be converted to militia).

(SH252.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH252.4) SPECIAL RULES

(SH252.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Kzinti units can only disengage off the 01xx map edge. The Orion units can only disengage off the 42xx map edge. Units which disengage off unauthorized map edges are considered destroyed.

(SH252.42) SHUTTLES AND PFs: During the period of the Usurper War, there were no fighters, MRS shuttles, warp booster packs, or PFs. Players may experiment with adding these items within the general rules.

(SH252.43) COMMANDER'S OPTION ITEMS

(SH252.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra Marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

(SH252.432) All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed-12) are available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH252.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH252.44) REFITS: No refits of any sort had been installed on the ships involved in this scenario. Players might add a refit to one side or the other as a balance factor.

(SH252.45) ORION BASE: The Orions have been storing their ill-gotten gains (550 spaces of cargo) on the large asteroid in a series of small prefabricated buildings. These buildings are protected from ion storm damage by the mass of the asteroid. The material in these buildings can be invaluable to the Kzintis in their civil war, and their loss could seriously hinder the growth of Orion operations in Kzinti space.

(SH252.5) VICTORY CONDITIONS: The Orions win if they can drive off the Kzintis, or successfully evacuate at least 300 cargo points of their treasure. If the Kzintis are driven off, determine how many cargo boxes remain or can be repaired under (D9.7) (only) to determine how much cargo can be saved. If the Orions retreat, determine how much cargo is aboard their ships.

The Kzintis win if they capture the Orion base with at least 400 cargo points of the treasure and the Orions retreat or are destroyed.

Any result that is not a victory for one side, is a defeat for both.

(SH252.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH252.61) Replace the Kzintis with a Lyran YCL, two Lyran WCAs, and two Lyran WDDs.

(SH252.62) Play the scenario without the ion storm.

(SH252.63) For a smaller battle, use only one Orion YLR and the Early Slaver against two Kzinti YFFs.

(SH252.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH252.71) Change one of the Kzinti YCLs to a YCS.

(SH252.72) Replace the Orion YCR with a WCA.

(SH252.73) Delete or add a YFF to/from the Kzintis, or a YLR to/from the Orions.

(SH252.8) TACTICS

KZINTIS: Get in and hit them hard. Do not give them time to breathe. Force them against the map edge and let them choose destruction or retreat. If you do not keep the pressure on, they will eventually be able to turn on you.

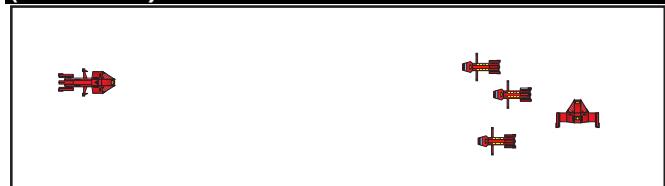
ORIONS: Get the weapons armed and gather your forces. Let the base fend for itself until you can see the interlopers off. You do not have to transfer cargo during the storm, or the battle, but you do have to hold the map at the end. You do, however, have to have enough cargo capacity to evacuate the treasure at the end.

(SH252.X) DESIGNER'S NOTES: The mix of terrain types can make a straight forward battle into a killer. It is not enough to know where you want to go, you have to know where you will go if a gravity wave hits you just as you are making a high speed run through the rocks. You can suddenly find yourself heading for the thickest patch with fatal results.

HISTORICAL OUTCOME: The Kzintis were inexperienced with Orion ships, and were driven off after inflicting some damage. The Orions evacuated their ill-gotten wealth before the Usurper could send a stronger force to deal with them.

Some historians believe that the Orion raids on the Rebel's rear areas were part of the Usurper's ultimate failure.

(SH253.0) HONOR BETRAYED



(Y116)

by Steven Paul Petrick, Texas

One of the trump cards in the Usurper's hand was an elderly Kzinti noble known as "Cat of Impeccable Honor". Honor had a reputation throughout Hegemony Space as a Kzinti to be emulated in matters of honor. He had gained this reputation through his lifetime of always taking the correct or "honorable" choice. His presence in the Usurper's ranks lent credence to the Usurper's claim to the throne, because many

other minor Kzinti lords could not fathom why he would be there if it were dishonorable.

What the Kzinti nobles did not know was that the Usurper had found the chink in Honor's otherwise rigid code: he truly loved his cubs and his wives. When presented with evidence that the Usurper's agents had seized his family, Honor proclaimed his willingness to follow (although, as many failed to note, not his loyalty) to the Usurper.

During the months that followed, the Usurper was careful not to push his tool too much. He assigned Honor to obviously important tasks, mostly safeguarding the delivery of supplies, but otherwise kept him away from the actual fighting. The Usurper knew better than to risk Honor changing sides even at the expense of his family. The supply mission was commonly seen as one of importance, although not really one worthy of a Kzinti of Honor's stature. The recent depredations of the new pirate band were seen as ample justification, however.

The Patriarch's agents eventually discovered how the Usurper was controlling Honor. The Patriarch, with his forces already being driven back towards Kzintai, reasoned with his advisors that simply announcing the truth would not be enough to turn the tide or seriously hurt the Usurper. Such an announcement, if not backed by incontrovertible proof, would be seen as grasping at straws by a patriarch who was losing the war.

Instead, the Patriarch had one of his agents alert Honor to the fact that the Usurper had already killed all the members of his family, and would kill him as well as soon as he was no longer needed. With all the witnesses disposed of, there would be no one to prove that Honor had not obeyed the Usurper because his cause was just. The Patriarch and his advisors hoped that this would cause Honor to renounce the Usurper on his own, and thus provide the incontrovertible proof they needed.

Honor was enraged at the news. There was no way for him to check its veracity as any communication between him and his family had to pass through the Usurper's hands. Tired of being used, angered, and humiliated, Honor sought vengeance in the only avenue open to him, destroying the tug he was protecting and the critical supplies it was carrying.

Honor realized that if he tried to subvert the crews of one or more of the three frigates (which made up the rest of the escort) and the tug, the tug's commander would have a chance to try to flee as there would have been no hope of secrecy. Honor opted for his own act of treachery and betrayal to gain an advantage in the inevitable fight.

As he had on previous re-supply missions, Honor ordered the command crew of one of his escorting frigates to his ship for a training exercise. There was a difference however. In this case, Honor secretly ordered the command crews of all three of the escorting frigates to his ship at the same time. None were aware that the others were also being summoned, and all died very shortly after they arrived on the decks of Honor's ship. Simultaneously with their arrival, Honor used his own transporters to send Marines against the Bridges of the three frigates. Caught totally by surprise, the second watch officers of each ship were gunned down before they even had a chance to reach for their own weapons. Lastly, Honor executed a High Energy Turn and opened fire on his primary charge, the tug *WTug-3*.

Honor chose the time for his act of revenge and treason carefully so that there would be no chance for the Usurper to cover it up. The ships were moving slowly as they were approaching their destination, but still far enough off that there would be no time for assistance to be summoned to stop Honor's plan from reaching fruition. All the Kzintis at the destination would be able to do was watch the battle play out,

but they would bear witness and the Usurper would be unable to stop the story from spreading.

(SH253.1) NUMBER OF PLAYERS: 2; the Rebel player and the Honor player.

(SH253.2) INITIAL SETUP

REBEL: WTG *WTug-3* (2xcargo pods) in 2215, YFF *YFF10* in 2015, YFF *YFF16* in 2415, YFF *YFF27* in 2210, all heading A, speed 5, WS-0. See (SH253.45) and (SH253.46).

HONOR: YCL *Mystery* in 2214, heading D, speed 5, WS-III.

(SH253.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH253.4) SPECIAL RULES

(SH253.41) MAP: Use a floating map. The Rebel units can disengage in any direction. The Honor units cannot disengage by any means unless the WTG has been destroyed, but can then disengage in any direction.

(SH253.42) SHUTTLES AND PFs: During the period of the Usurper War, there were no fighters, MRS shuttles, warp booster packs, or PFs. Players may experiment with adding these items within the general rules.

(SH253.43) COMMANDER'S OPTION ITEMS

(SH253.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra Marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

(SH253.432) All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) are available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH253.433) Historically Prime Teams were not available, however, no ship in this scenario normally carries a Prime Team (G32.0) even if they are available. However, such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH253.44) REFITS: No refits of any sort had been installed on the ships involved in this scenario. Players might add a refit to one side or the other as a balance factor.

(SH253.45) PRIOR DAMAGE: The *YFF10*, *YFF16*, and *YFF27* have all had their Bridges destroyed. The *WTug-3* sustained a phaser-alpha-strike at a range of one hex from the *Mystery* on Impulse #32 of Turn #0. This alpha-strike struck the *WTug-3*'s #1 shield; batteries (only) may be used to reduce this damage, but if so used will begin the scenario empty.

(SH253.46) CONFUSION: The sudden attack by the *Mystery* caught the Rebels completely off guard. The senior command personnel of the Rebel frigates have all been killed, and the junior watch officers are being summoned to command from their sleeping berths.

(SH253.461) The three Rebel YFFs are unable to maneuver voluntarily during Turn #1. Each impulse the Rebel frigates are scheduled to move roll a single die for each frigate. On a roll of 'one' that YFF will turn 60° left. On a roll of 'two' the YFF will sideslip to the left. On a roll of 'three' or 'four' the YFF moves straight ahead. On a roll of 'five' the YFF sideslips to the right. On a roll of 'six' the YFF will turn 60° to the right. If the YFF is called on to sideslip two moves in a row, the second such sideslip will

be a 60° turn in the indicated direction. The Rebel YFFs must allocate for and move at a speed of five during Turn #1, and may also have to continue moving at Speed 5 during Turn #2 if not released by (SH253.462).

(SH253.462) Before Energy Allocation on Turn #2, roll one die for each Rebel YFF. If the result is even, the ship is no longer treated as "uncontrolled" and may maneuver freely within the limits of the poor crew rules. If the roll is odd, the ship continues to move under the provisions of (SH253.461) above.

(SH253.463) All Rebel YFFs are released from the maneuver restrictions of (SH253.461) and (SH253.462) at the end of Turn #2 and are no longer considered to be uncontrolled unless all control boxes have been destroyed in the intervening turns. They remain under the "poor crew" restrictions.

(SH253.464) The Rebel YFFs are all treated as having poor crews (G21.1) due to a combination of the loss of virtually all of the senior command officers, and the shock of the betrayal. They may begin warming their phaser banks on Turn #1, and may launch seeking weapons under the provisions of uncontrolled ships during Turn #1.

(SH253.465) The #1 shields of the *YFF10* and *YFF16*, and the #4 shield of the *YFF27*, were dropped on Impulse #31 of Turn #0, they may be raised normally during Turn #1. Each YFF executed one transporter operation on Impulse #31 of Turn #0.

(SH253.466) The WTG *WTug-3* is not under any of the restrictions of this rule, but does of course begin the scenario at WS-0.

(SH253.47) THE MYSTERY: The *Mystery* is in the act of betraying its consorts.

(SH253.471) The *Mystery* begins the scenario with its #1 and #4 shields dropped; they may be raised normally after the required eight impulse delay counting from Impulse #31 of Turn #0.

(SH253.472) The *Mystery* executed transporter operations with all three of its transporters on Impulse #31 of Turn #0. These transporter operations were hit-and-run raids on the Bridges of the three frigates; all were automatically successful due to the complete surprise.

(SH253.473) The *Mystery* performed a High Energy Turn on Impulse #32 of Turn #0, using its HET bonus.

(SH253.474) The *Mystery* fired all of its phasers on Impulse #32 at the #1 shield of the WTG.

(SH253.475) The *Mystery* launched two drones on Impulse #32 of Turn #0; the Honor player may select which two drones of his initial loadout were launched and what the targets of these drones are.

(SH253.476) The *Mystery* will not attempt to disengage by any means unless the *WTug-3* has been destroyed.

(SH253.48) LEGENDARY CAPTAIN: The Captain of the *Mystery* is a legendary captain (G22.2) and operates under the rules for a legendary captain except that he will not attempt to bluff (G22.21).

(SH253.5) VICTORY CONDITIONS: If the *WTug-3* is destroyed, Honor wins. If the *WTug-3* survives, the Rebels win. If, after the *WTug-3* is destroyed, the *Mystery* successfully disengages the Honor player has won an Astounding Victory worthy of the *Mystery*'s legendary captain.

(SH253.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH253.61) Civil wars were not uncommon in the Lyran Star Empire. Replace the Kzinti WTG with a Lyran YTG; the Kzinti YCL with a Lyran YCL; and the Kzinti YFFs with Lyran YFFs.

(SH253.62) Replace both cargo pods with early self-defense pods and delete the other escorts. Honor's ship has still performed a High-Energy Turn to begin the attack, but it has not used its transporters or lowered any of its shields.

(SH253.63) Assume a spy aboard the *Mystery* managed to warn the YFF27 and allow it to begin the scenario at WS-III.

(SH253.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH253.71) Change the YCL to a YCS.

(SH253.72) Replace one of the YFFs with a YCL.

(SH253.73) Allow one of the YFFs to operate with no restrictions from the start of Turn #1.

(SH253.8) TACTICS

REBEL: The tug is all that matters; you must save it. Overrunning the YCL with the WTG and keeping it going while trying to get a cloud of drones and a few T-bombs out between it and the YCL may be your best option. Whatever you do, do not let the WTG stop, but start building up to disengage by acceleration. Consider having the WTG allocate a few points of counter tractor on Turn #1 just in case the first drones the YCL launches are type-IVs targeted on it. Hopefully, if the WTG runs fast enough and long enough the YFFs will get their acts together and save it.

HONOR: Your own survival is meaningless, there is no tomorrow. All that matters is that the WTG dies. If you do not think the Rebels will think of it (perhaps by not reading the tactics) you might try to tractor the WTG and slap it with two type-IVs. That will go a long way to victory. Also remember that you have already used your HET bonus. A scatter-pack might work, but a pair of suicide shuttles might be better if the WTG overruns you.

(SH253.X) DESIGNER'S NOTES: Ever wondered what the effects of absolute total and complete surprise might be while you are NOT at anchor in a harbor?

HISTORICAL OUTCOME: The *WTug-3* survived despite the explosion of the *Mystery* at point-blank range after sustaining drone hits from two of the frigates. Unfortunately for the Usurper, the *WTug-3*'s cargo was virtually a total loss.

The sudden betrayal of the Usurper by Honor had additional far-reaching effects. Several nobles who were about to join the Usurper because of his so-far successful advance withdrew their support, and some of them eventually threw their lot in with the Patriarch. It is believed that the poor showing of the Usurper's forces at the final climactic battle near Kzintai was in part caused by the demoralization from Honor's betrayal.

The full repercussions of notifying Honor of his family's "fate" surprised the Patriarch and his advisors. Federation historians would like to believe that the Patriarch rewarded Honor's family for his actions. Unfortunately, that was not to be. Honor's family was indeed executed 'to the last cub' by the Usurper, but AFTER Honor's betrayal. The Patriarch's agents had lied to Honor in what was, in the viper's nest of civil war, just one more betrayal.

(SH254.0) GRAB FOR GLORY



(Y116)

by Mike West, Texas

As the Usurper was closing in on his prize, one of his spies reported that the Patriarch was receiving supplies via a barely-defended tug. The Patriarch had apparently reasoned that since the Usurper had no ships in the area, there was little threat. The Usurper, after considering several options for a raid was forced to conclude that the Patriarch was right, the tug was safe from attack.

He was right, except that a petty noble, "Cat of Poor Grooming", decided that if he could stop that tug, and thereby help the Usurper to win, he would be owed big time by the Usurper. So he took the only ships at his disposal and headed out to intercept the tug.

(SH254.1) NUMBER OF PLAYERS: 2; the Cat of Poor Grooming player and the Loyalist player.

(SH254.2) INITIAL SETUP

CAT OF POOR GROOMING: WCA *Pelt-taker*, and WDD *Loyal Squire* in 0115, both heading E, speed 16, WS-III.

LOYALIST: WTG *WTug-4* (2xcargo pods) in 4218, heading C, speed 4, WS-I. YFF *YFF26* in 4216, heading C, speed 4, WS-I.

(SH254.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH254.4) SPECIAL RULES

(SH254.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Cat of Poor Grooming units can disengage by exiting the map from any map edge except the 01xx map edge. The Loyalist units can only disengage by exiting the map from the 01xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SH254.42) SHUTTLES AND PFs: During the period of the Usurper War, there were no fighters, MRS shuttles, warp booster packs, or PFs. Players may experiment with adding these items within the general rules.

(SH254.43) COMMANDER'S OPTION ITEMS

(SH254.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra Marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

(SH254.432) All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) are available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH254.433) Historically, Prime Teams were not available, however, no ship in this scenario would normally carry a Prime Team (G32.0) even if they were available. However, such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH254.44) REFITS: No refits of any sort had been installed on the ships involved in this scenario. Players might add a refit to one side or the other as a balance factor.

(SH254.45) RESOLUTION: Cat of Poor Grooming is intent on the prize that victory will gain his family. The *Pelt-taker* will not disengage unless the *WTG-4* is destroyed or has disengaged. The *Loyal Squire* must disengage if it has no operable weapons (phasers or drone racks), even if one such system is under repair.

(SH254.46) DEDICATION: The commander of the *YFF26* knows how critical the supplies on the *WTG-4* are to the Patriarch. He will not disengage until the *WTG-4* has disengaged or been destroyed.

(SH254.5) VICTORY CONDITIONS: There is only one victory condition; successful disengagement, or the failure thereof, of the *WTG-4*:

If the *WTG-4* crosses the map and disengages through the 01xx map edge, the Loyalist wins; if the *WTG-4* does not succeed, Cat of Poor Grooming wins.

If the tug is crippled, or if more than half of the cargo boxes are destroyed, the scenario is a draw.

The final disposition of the *Pelt-taker* and the *YFF26* are irrelevant to the level of victory. If the *Pelt-taker* is destroyed but has otherwise succeeded in its mission, Cat of Poor Grooming considers it a victory because he believes he will still be elevated in death, significantly raising the fortunes of his family.

(SH254.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH254.61) Civil wars were not uncommon in the Lyran Star Empire. Replace the Kzinti ships with appropriate Lyran ships.

(SH254.62) To make a larger and more evenly balanced battle, add a WCA to Cat of Poor Grooming and another WTG to the Loyalist. Both WTGs have to exit to win; if only one exits the scenario is a draw.

(SH254.63) To make the battle simpler, delete the YFF and WDD.

(SH254.64) Assume Cat of Poor Grooming is a little better off: Replace the WCA and WDD with 3 YFF.

(SH254.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH254.71) Change the WCA to a YCL.

(SH254.72) Replace the YFF with a WDD.

(SH254.73) Decrease the Commander's Option points of one side.

(SH254.8) TACTICS

CAT OF POOR GROOMING: You cannot ignore the frigate, as its drones give it some pretty hefty firepower to support the tug's own weapons, but every impulse you spend tangling with it is an impulse you are not attacking your primary objective. Still, if you see a chance to disable the frigate, that will leave you more time and firepower to deal with the tug, it might be worth the effort. Get in front of them and stay in front of them; if they get past you, and can move as fast as you, the game is up.

LOYALIST: You will need to work in close company to fend off drones launched by Grooming. Expect all of Grooming's drones to be type-IVs or type-Vs, and be prepared for a scatter-pack. It is going to take a minimum of three turns to cross the map, but do not be fixated on that. Remember, if you can put Grooming's ships behind you, you can just walk away from him and his drones. Do not get lured

into a close-range cat fight where a few heavy drone hits can reduce the tug to a slow enough speed to be easily finished off.

HISTORICAL OUTCOME: Grooming failed to stop or badly damage the *WTG-4*, and the cargo was successfully delivered. Grooming died when the *Pelt-taker* and *YFF26* both exploded in the course of exchanging point-blank drone strikes. The Patriarch, in the aftermath of the war's conclusion, decided not to punish Grooming's family deeming his traitorous death punishment enough, and needing to show some magnanimity as he tried to re-solidify his hold on the Hegemony.

(SH255.0) RESUPPLY RENDEZVOUS



(Y116)

by Andy Palmer, Maryland

After a series of running battles, elements of the Usurper's fleet retreated to a tug for re-supply. A patrolling squadron, loyal to the Patriarch, detected the tug on long-range sensors and moved to intercept.

(SH255.1) NUMBER OF PLAYERS: 2; the Rebel player and the Loyalist player.

(SH255.2) INITIAL SETUP

LOYALIST: YCS *Comet*, YFF *YFF14*, YFF *YFF24*, and YFF *YFF28*, set up within three hexes of 0101, all heading C, speed max, WS-III.

REBEL: WTG (2xcargo pods) *WTG-3*, YFF *YFF8*, set up within three hexes of 2115, both heading A, speed 0, WS-I.

TURN #1: YCS *Eclipse* and YFF *YFF17* enter the map on any map-edge hex within three hexes of 1530, heading A, speed max, WS-III. Their first hex of movement is their entry onto the map.

TURN #2: YCC *Zenith* and YFF *YFF32* enter the map on any map-edge hex within three hexes of 4210, heading E, speed max, WS-III. Their first hex of movement is their entry onto the map.

TURN #3: YFF *YFF10* and YFF *YFF19* enter map on any map-edge hex within three hexes of 3530, heading F, speed max, WS-III. Their first hex of movement is their entry onto the map.

(SH255.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH255.4) SPECIAL RULES

(SH255.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Units of both sides can disengage in any direction.

(SH255.42) SHUTTLES AND PFs: During the period of the Usurper War, there were no fighters, MRS shuttles, warp booster packs, or PFs. Players may experiment with adding these items within the general rules.

(SH255.43) COMMANDER'S OPTION ITEMS

(SH255.431) Each ship, except those in (SH255.45), can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra

Marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

(SH255.432) All drones are “slow,” i.e., speed-8. Type-II and type-V drones (speed 12) are available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander’s Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH255.433) Historically, Prime Teams were not available, however, no ship in this scenario would normally carry a Prime Team (G32.0) even if they were available. However, such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH255.44) REFITS: No refits of any sort had been installed on the ships involved in this scenario. Players might add a refit to one side or the other as a balance factor.

(SH255.45) RETURNING REBEL FORCES: The Rebel forces returning from the front (those that enter the map on Turns #1-#3) have been through heavy fighting. They have all used up most of their consumables (T-bombs, extra Marines, extra drones, etc.) and have taken damage.

(SH255.451) The six ships have a total of twelve points to spend on Commander’s Option Items, and no one ship may have more than four points of Commander’s Option Items. The Rebel player is free to purchase and distribute Commander’s Option Items between the six ships within these limits and the Commander’s Option Item rules. No more than two (total) extra drone spaces or special drones may be purchased with these points, and a record must be made of the specific ship they are on as must all other Commander’s Option Point expenditures.

(SH255.452) For each Rebel ship, take a piece of paper. On one side, write the name and/or counter number of a Rebel ship. Arrange the six pieces of paper where they can be seen by both the Rebel and the Loyalist player. For each piece of paper the Rebel player rolls one die and subtracts two from the result. The remainder is the number of “drone spaces” that ship has remaining, any result of zero or less is zero, and no Rebel ship will have more than four drone spaces by this procedure, but note that drone spaces can be purchased with the Commander’s Option Points (SH255.451). A maximum of four spaces can be “special drones”, but this counts against the limit on Commander’s Options in (SH255.451) above. The rebel player can freely choose if the drone spaces on a particular ship are type-I or type-IV (type-II and type-V are special drones). The Loyalist player will be able to examine these at the end of the scenario, but not before or during the scenario. The Rebel player may reveal the name of a ship at any time at his option, but this will reveal to the Loyalist player how many drone spaces that ship has.

(SH255.453) The six Rebel ships have three shuttles remaining between them; the Rebel player may assign these to the ships as he sees fit, except that no Rebel ship may have more than one.

(SH255.454) All of the Rebel ships have taken battle damage. This is represented by resolving five separate volleys of 1-6 damage points each that hit random shields. For each ship, roll one die to determine a shield facing, then a second die to determine the number of damage points to apply to that shield assuming no reinforcement, including reserve power. Repeat the procedure until five such “volleys” have been scored on that ship then repeat the process on the other ships. The

same shield MAY be hit multiple times, which could result in internal damage which should be resolved through the normal DAC procedure with any phaser able to fire through that shield subject to phaser-directional damage. Any internals may, at the Rebel player’s option, be assumed to have been repaired through the ship’s Continuous Damage Repair (D9.7) capabilities. However, such pre-scenario repairs (D9.7) will limit the amount of repairs possible during the scenario. Shield repairs (D9.2) cannot be done before the scenario begins.

(SH255.46) REBEL RE-SUPPLY TUG: The tug has been given the assignment of re-supplying the returning Rebel forces. Its cargo pods contain drones and other material for re-supplying these ships.

(SH255.461) Both cargo pods on the Rebel tug hold drones. Each cargo box in a cargo pod holds ten Type-IS drones (480 drones total). These drones in cargo may not be upgraded with Commander’s Options. These drones may be transferred to other Rebel units via (G25.0). The pods hold other types of drones, but these would not be broken out until each captain submitted his “special” drone requests.

(SH255.462) The tug has four extra T-bombs (including the four appropriate dummies) that have been made ready for transfer to the ships it is to re-supply. These can be transferred to the ships by the (G25.0) rules, but cannot be used by the tug unless it uses one of its own T-bombs (or does not purchase a full load of them for itself with its Commander’s Options). Even then, the T-bomb will have to be moved from storage to be made ready, i.e., if a T-bomb space is used on Turn #1 one of these T-bombs can be made ready for use on Turn #3 (G25.3). Of course, if a T-bomb space were empty at the start of the scenario on the tug, one of these T-bombs could be used on Turn #2, but no earlier.

(SH255.463) The cargo pods hold many other items needed by the Rebel ships (such as replacement shuttles), but these cannot be used during the scenario as they are not finished being broken out of storage and made ready for operations.

(SH255.47) REBEL DISENGAGEMENT: The six Rebel ships are short of fuel from their combat maneuvers and if they disengage before the tug transfers 50 spaces of general cargo (i.e., not drone or other Commander’s Options) they are considered destroyed. This applies if the tug disengages, i.e., if the tug disengages, all the Rebel ships will be considered destroyed.

(SH255.48) YFF8: This ship is just completing resupply as the scenario begins and is able to purchase its available Commander’s Options (20% of its BPV) and has a full load of drones.

(SH255.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), except that the tug is worth double Victory Points.

(SH255.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH255.61) Civil wars were not uncommon in the Lyran Star Empire. Replace the Kzinti YFFs with Lyran YFFs, the Kzinti YCSs and YCC with Lyran YCAs, and the Kzinti WTG with a Lyran YTG.

(SH255.62) For a smaller and more intense battle delete all of the YFFs.

(SH255.63) Asteroid fields and other semi-inimical terrain are often used for re-supply points to provide concealment and defense. Play the scenario in a standard (P3.2) asteroid field.

(SH255.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

- (SH255.71) Change the Loyalist YCS to an YCC.
- (SH255.72) Replace one of the Loyalist YFFs with a YCL.
- (SH255.73) Delete or add a YFF from/to the Loyalist force.

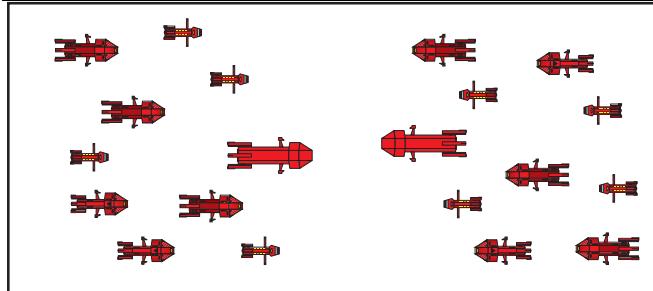
(SH255.8) TACTICS

LOYALIST: Close on the tug and overwhelm it with drones. Do not dilly-dally waiting around to see if the Rebel ships are going to be a problem, you have to assume they will be. Do not give the Rebels any time to get organized.

REBEL: Protect the tug. Rally around it and use tractors to hold and disperse the Loyalist drones and your phasers to pummel their ships as much as you can. Once you have enough ships, just set up a shield and dare the Loyalists to attack you. They have to come to you to get the tug, you just need to keep them from doing so. Even with the previous damage, you should have a decisive phaser advantage if you can just get all of your ships assembled. It is probably best to use your drones in the counter drone mode, but if you see a chance for a telling hit, take it. You do not have enough drones to build a drone wall to keep the enemy away.

HISTORICAL OUTCOME: The loss of the *WTG-3*, together with the increasing defections from his banner caused by the spreading news of Cat of Impeccable Honor's defection, unhinged the Usurper's operational plans. The Usurper was forced to seek a decisive battle with the Patriarch before his fortunes faded further.

(SH256.0) BATTLE FOR THE THRONE



(Y116)

by Mike Thompson, Texas

Finally the Usurper met the Patriarch in mortal combat — to the winner belongs the throne!

(SH256.1) NUMBER OF PLAYERS: 2; the Rebel player and the Loyalist player.

(SH256.2) INITIAL SETUP

REBEL: YDN *Tribal*, YCC *Zenith*, YCS *Eclipse*, YCS *Parsec*, YCL *Knifeslinger*, YCL *Shadowchaser*, YFF *YFF17*, YFF *YFF19*, YFF *YFF27*, and YFF *YFF32*, all set up within six hexes of 2201, heading D, WS-III.

LOYALIST: YDN *Hegemony*, YCC *Cosmos*, YCS *Comet*, YCS *Quasar*, YCL *Magician*, YCL *Warlock*, YFF *YFF11*, YFF *YFF14*, YFF *YFF33*, and YFF *YFF34*, all set up within six hexes of 2230, heading A, WS-III.

(SH256.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged, or until either the Patriarch or the Usurper has been captured or killed, or admits political defeat by moving in reverse.

(SH256.4) SPECIAL RULES

(SH256.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. However, the scenario uses nine maps and the starting positions for both sides are on Map #5, i.e., the middle map. The Rebel units can only disengage in direction A. The Loyalist units can only disengage in direction D. Units which disengage in unauthorized directions are considered destroyed.

(SH256.42) SHUTTLES AND PFs: During the period of the Usurper War, there were no fighters, MRS shuttles, warp booster packs, or PFs. Players may experiment with adding these items within the general rules.

(SH256.43) COMMANDER'S OPTION ITEMS

(SH256.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra Marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

(SH256.432) All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed-12) are available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH256.433) Prime Teams (G32.0) are not historically available in this scenario. If players wish to use the optional rules for Prime Teams (G32.0), the *Tribal* and the *Hegemony* could each carry one such team, and each side may have a second such team on one of its strike cruisers.

(SH256.44) REFITS: No refits of any sort had been installed on the ships involved in this scenario. Players might add a refit to one side or the other as a balance factor.

(SH256.45) PATRIARCH AND USURPER: The Usurper and the Patriarch begin the scenario aboard their respective command cruisers. They may transport to other ships within the limits of the rules. If the ship a leader occupies is destroyed, he is killed if he is not able to transport to another friendly ship by (D21.3). If the ship is captured, he is captured. Note specifically that the Usurper and the Patriarch cannot be killed by hit-and-run raids, nor by damage to the system box they are occupying, but only by destruction of the ship they are on.

(SH256.46) POLITICS: Due to the political situation, if a ship of either side ever moves in reverse while it still has shield boxes on its #1 shield, this will be seen as a lack of political will and an admission of defeat. A ship with no shield boxes remaining on its #1 shield may move in reverse and may continue to do so even if it fully repairs its #1 shield. However, if such a ship ever begins moving forward again, it will again come under this rule, i.e., so long as it has shield boxes remaining on its #1 shield it may not move in reverse.

(SH256.5) VICTORY CONDITIONS: If either leader is killed or captured, or on board a ship that disengages, his side loses automatically. Both sides immediately cease fire and drop tracking to all drones. Any self-guiding seeking weapons currently in flight will have to be played out and may be engaged by any weapons by any ship in range to prevent them from hitting. If both are killed simultaneously (this might occur in a near simultaneous manner if in the resolution of self-guiding seeking weapons, the surviving leader is also killed, either by a seeking weapon impact or by running over an unexpected mine), every major noble in the realm (not to mention the sons of the Usurper and the Patriarch) will declare himself to be the new patriarch. A massive civil war begins; the Kzinti Hegemony is broken up into sections and

eventually conquered by the Klingons, Lyrans, and Carnivons. Part of the defunct Hegemony may be absorbed by the Federation.

(SH256.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH256.61) Civil wars were not uncommon in the Lyran Star Empire. Replace the Kzinti ships with Lyran ships as follows: Replace the Kzinti YDNs with Lyran YDNs. Replace the Kzinti YCCs and YCSs with Lyran YCAs. Replace the Kzinti YCLs with Lyran YCLs. Replace each Kzinti YFF with a Lyran YFF.

(SH256.62) Add a scout frigate to each side.

(SH256.63) For a smaller battle, limit each side to one YCL and two YFFs.

(SH256.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH256.71) Change a YCS of one side to a YCC.

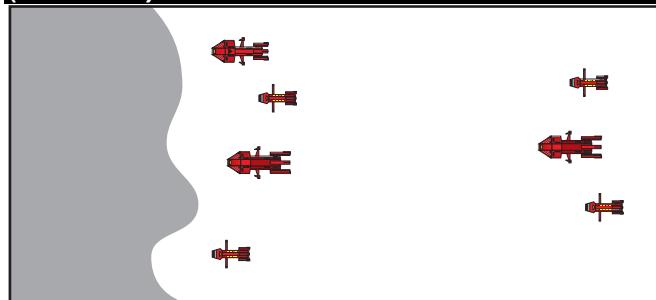
(SH256.72) Replace one of the YCSs of one side with a YCL.

(SH256.73) Delete a YFF from one side.

(SH256.8) TACTICS: The two sides are evenly matched. There are no advantages except what the two commanders create. How well they know each other's playing styles and Commander's Option selection styles may be decisive. Both should be leery of the other trying to lure him into a retrograde situation.

HISTORICAL OUTCOME: In a fearsome battle, the Usurper (or was it the Patriarch?) was defeated and fled with his remaining disengagement-capable ships.

(SH257.0) DEATH OF THE USURPER



(Y116)

by Mike Thompson, Texas

The Usurper finally lost against the Patriarch*, and barely escaped with a few of his ships. Pursued by the Patriarch's forces, the Usurper fled toward the certain death of the unexplored WYN Star Cluster. He did so as a final act of defiance, denying the Patriarch the final victory, and sparing himself and his remaining followers the humiliation of capture, public trial, torture, and execution.

(SH257.1) NUMBER OF PLAYERS: 2; the Rebel player and the Loyalist player.

(SH257.2) INITIAL SETUP

TERRAIN: The edge of the WYN Star Cluster Radiation Zone [(P7.0) and (R12.0)] is 69 hexes in direction D from the xx01 map edge of the initial set up map.

REBEL: YCS *Eclipse*, YCL *Shadowchaser*, YFF *YFF17*, and YFF *YFF32* enter the map on Turn #1 within three hexes inclusive of hex 2201, all heading D, speed 10, WS-III.

LOYALIST: YCS *Comet*, YFF *YFF33*, and YFF *YFF24* enter the map on Turn #1 within three hexes inclusive of hex 4214, heading E, speed 10, WS-III.

YCL *Magician* and YFF *YFF35* enter the map on Turn #1 within three hexes inclusive of hex 0115, heading C, speed 10, WS-III.

YCC *Cosmos*, YCS *Quasar*, YCL *Warlock*, YFF *YFF11*, and YFF *YFF34* enter the map on Turn #2 within three hexes inclusive of hex 2201, heading D, speed 10, WS-III.

(SH257.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH257.4) SPECIAL RULES

(SH257.41) MAP: Use a floating map. The Rebel units can only disengage by entering the WYN Radiation Zone (SH257.45). The Loyalist units can disengage in any direction except D. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH257.42) SHUTTLES AND PFs: During the period of the Usurper War, there were no fighters, MRS shuttles, warp booster packs, or PFs. Players may experiment with adding these items within the general rules.

(SH257.43) COMMANDER'S OPTION ITEMS

(SH257.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra Marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions

(SH257.432) All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) are available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that

empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SH257.433) Prime Teams (G32.0) are not historically available in this scenario. If players wish to use the optional rules for Prime Teams (G32.0), the *Eclipse* would normally carry one such team. The Loyalists may have two such teams, one of which must be on the *Cosmos*, the other may be on either the *Quasar* or the *Comet* at the Loyalist Player's discretion.

(SH257.44) REFITS: No refits of any sort had been installed on the ships involved in this scenario. Players might add a refit to one side or the other as a balance factor.

(SH257.45) WYN RADIATION ZONE: The Usurper is leading his followers to immolation in the WYN Radiation Zone, an area of space from which no previous Kzinti ship (or any ship of any species known to the Kzintis) has ever returned.

(SH257.451) Only the Rebel ships may enter the WYN Radiation Zone, and once they have done so they may not return and are considered to have disengaged. To enter the WYN Radiation Zone successfully, the Rebel ship must be moving forward and must otherwise meet the requirements to survive the WYN Radiation Zone (P7.9).

(SH257.452) Loyalist ships may not enter the WYN Radiation Zone. For game purposes, any Loyalist ship which enters the WYN Radiation Zone by moving more than 68 hexes in direction D from the xx01 edge of the starting map is considered to have been destroyed. Note that technically it is possible to enter the edge of the Radiation Zone and withdraw before destruction, however no Loyalist Kzinti ship would do so since stopping at the edge and making sure none of the Rebel ships turn back is sufficient to ensure their destruction (at least that is what the Kzintis believed).

(SH257.46) FUEL LIMITATIONS: The pursuit of the remaining rebel forces was a long one with both the pursuers and the pursued grabbing what supplies they could.

(SH257.461) The Rebel's ships are burning the last of their fuel reserves to reach the WYN Radiation Zone. They are limited to a maximum speed of 15 during the scenario.

(SH257.462) The Loyalist's ships have maintained pursuit by transferring fuel supplies from other ships since left behind. Their available fuel resources are still stretched and they cannot exceed a speed of 20 during the scenario.

(SH257.47) PRIOR DAMAGE: The Rebel ships are fleeing from their defeat in the last major battle of the war. They have not had access to any repair facilities or been able to do more than hastily scavenge supplies during their flight with Loyalist ships in hot pursuit. They are still suffering from unrepairs damage as follows:

(SH257.471) The YCS *Eclipse* has taken ten points of internal damage distributed by the Damage Allocation Chart as a single volley through its #1 shield facing.

(SH257.472) The YCL *Shadowchaser* and both YFFs *YFF17* and *YFF32* have each taken five points of internal damage distributed by the Damage Allocation Chart as a single volley through their #1 shields.

(SH257.473) All Rebel ships begin with their shields intact and undamaged having repaired them previously. Random damage inflicted by (SH257.471) and (SH257.472) above cannot be repaired by any means during the scenario. Any damage scored on the ships during the scenario can be repaired by the normal (D9.7), (D9.2) or (D14.0) procedures and within their normal limits.

(SH257.48) THE USURPER: The Usurper is aboard one of the Rebel ships.

(SH257.481) The Rebel player records which ship he is on at start. The Usurper may transfer to other ships by shuttle or transporter. If the ship he is on is destroyed, he may transfer by (D21.3) to any other Rebel ship, but if not able to do so he is killed. If the ship or shuttle he is on is captured, he is captured. If he is in a shuttle that is destroyed he is killed.

(SH257.482) The Usurper functions with all the benefits of a legendary captain if he is on the *Eclipse* except that he may not bluff. He can function as a legendary Marine major on any other ship, except that he may not lead boarding attacks on Loyalist ships, including hit-and-run raids and (D21.344).

(SH257.483) The Usurper cannot be killed or captured by a hit-and-run raid, nor can he be killed or injured by damage to the system box he is occupying.

(SH257.484) The Usurper will be killed if he enters the WYN Radiation Zone on a ship that is unable to meet the requirements of (P7.9).

(SH257.5) VICTORY CONDITIONS: The Loyalist player scores five victory points if the Usurper is killed and ten victory points if the Usurper is captured.

The Rebel player scores three points if the *Eclipse* successfully disengages into the WYN Radiation Zone. He scores two points if the *Shadowchaser* successfully disengages into the WYN Radiation Zone. He scores one point each for the *YFF17* or *YFF32* if they successfully disengage into the WYN Radiation Zone.

The player with the highest score wins. The Level of Victory is determined by subtracting the Rebel points from the Loyalist points, then:

POINTS	VICTORY LEVEL
5+.....	Loyalist Decisive Victory
3-4.....	Loyalist Tactical Victory
1-2.....	Loyalist Marginal Victory
0.....	Draw
1-3.....	Rebel Marginal Victory
4-5.....	Rebel Tactical Victory
6-7.....	Rebel Decisive Victory

Note that since the Loyalists assume that the Usurper and his forces are dead if they enter the WYN Radiation Zone, they will claim a decisive victory in any case. Only thirty years later will the true situation become clear.

(SH257.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH257.61) Civil wars were not uncommon in the Lyran Star Empire. Replace the Kzinti ships with Lyran ships as follows: Replace the Kzinti YCC and YCSs with Lyran YCAs. Replace each Kzinti YCL with a Lyran YCL. Replace each Kzinti YFF with a Lyran YFF.

(SH257.62) Change one of the Rebel YFFs to an SF.

(SH257.63) For a smaller battle delete the YCC and all YCSs.

(SH257.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH257.71) Change the Rebel YCS to a YCC.

(SH257.72) Replace the Rebel YCL with a YCS or YFF.

(SH257.73) Delete or add a YFF to the Rebel forces.

(SH257.8) TACTICS

REBELS: Run, do not fight. Remember you do not have to go straight towards the WYN Radiation Zone, so you might want to slip towards the smaller of the two initial Loyalist forces to try to defeat it before the larger one can effectively link up. But do not allow either of the initial forces to delay you long enough for their Turn #2 forces to easily catch you or you will be mincemeat in short order.

LOYALISTS: Unite and destroy them. Go for tractor links to slow them further. They must not reach the WYN Radiation Zone; they must be tried and executed as the traitors they are!

HISTORICAL OUTCOME: The Rebel ships sustained damage, but all managed to hurl themselves to oblivion in the WYN Radiation Zone, burning virtually all of their remaining fuel in a last acceleration to warp seven as they entered the cloud. Perhaps the Loyalists did not push things as hard as they might seeing the inevitable destruction.

The Usurper was surprised to find he, and most of his remaining followers, survived and that the WYN Radiation Zone was hollow. He fortunately entered near a habitable planet and was able to land his survivors. Unfortunately, both the *Eclipse* and *Shadowchaser* were virtually unsalvageable wrecks, but they did provide the materials necessary to establish a working colony and to make repairs to the *YFF17* and *YFF32* and begin exploring what the Rebels soon found to be an immensely wealthy treasure trove of raw materials.

Outside the WYN Cluster, within the Hegemony, the Patriarch used the damage caused by the civil war to centralize control of the Kzinti Fleet. The Patriarch was able to accomplish this in part by offering to accept into his service the defeated Rebel ships and crews who were unable to escape with the Usurper. Indeed, the birth of the Hegemony's space fleet as a professional military arm (rather than as enforcers for the various feudal lords) dates to this period, and without the unification of the disparate forces of the Hegemony, the Kzintis would probably have been conquered by the Klingons and Lyrans in the Four Powers War.

*Some sources claim that, in fact, the Patriarch lost and escaped to the WYN Radiation Zone. These sources are apparently based on rumors spread a half-century later by the government of the WYN Cluster. Whether this is true or myth cannot be determined with accuracy outside the Hegemony.

ANNEXES

MODULE Y2 ANNEXES

These Annexes cover only *Module Y1* and *Module Y2*, and only includes items from previous products needed to fully integrate the rules and ships found in the Early Years Project.

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ANNEX #2: SEQUENCE OF PLAY

This Sequence of Play lists almost every action that can be taken during the turn, in the EXACT order that they occur. These actions must be taken in the SPECIFIC order listed here. Actions within a step are sequential in the order listed unless noted otherwise, e.g., shuttles launch at the same time whether they are manned or seeking. Note that Catastrophic Damage (D21.0) (with its associated evacuations and escapes) may be declared on a number of the following steps. See (D21.11).

1. ENERGY ALLOCATION PHASE

Roll for activation of surprised ships (D18.31).
 Roll for computer failure (G11.4).
 Roll for Ion Storms (P14.3).
 Pinwheel Step: Dissolve (C14.31) or form (C14.20) pinwheels, announce this action, and conduct the subsequent Energy Allocation for the component ships as appropriate.
 Tractor/Negative-tractor auction (G7.42).
 All players allocate energy in accordance with the rules (B3.0).
 Allocate repair points (G17.0), EDR (D14.0), and damage control efforts (D9.2) and (D9.7).
 Plot Self-Destruction (D5.1).
 Announce if shields were unpowered; if so, shields cease to function at this point (D3.52).
 Announce Self-Destruction (D5.1).

2. SPEED DETERMINATION PHASE

All players announce their speeds (B2.3 #2).
 Announce intention to dock (C13.17) or undock (C13.21).
 Announce intention to voluntarily separate sections (G12.02).
 The Controller prepares his charts (C1.44).

3. SELF-DESTRUCTION PHASE

Resolve self-destruction by units plotted to do so (D5.0). This may include evacuation under (D21.21) which may involve many functions such as dropping shields (on receiving as well as the self-destructing ships), shuttle launches, and ship separations (D21.4), etc. See also (D7.7) for the possibility that enemy marines on board could prevent self-destruction.

4. SENSOR LOCK-ON PHASE

All players secretly assign all lending of EW that is to be in effect at the start of the turn under the various provisions of (G24.2), (J4.9), (G22.71), etc.
 Announce ECM and ECCM strength (D6.32) including loaning.
 All players determine if they have a lock-on to targets (D6.11).
 Attempt to re-acquire lock-on to cloaked units (G13.33).

5. INITIAL ACTIVITY PHASE

Tractor Rotations Step (G7.7).
 Assign boarding parties as guards (D7.83).
 Ships committed to do so undock (C13.21).
 Ships committed to do so voluntarily separate sections (G12.02).
 Roll for variable pulsar outburst (P5.11) & (P5.12).
 Attempt to destroy cloaking device (G13.163).
 Begin inter-bay shuttle (J1.59) and deck crew (J4.813) transfers.
 Officer Location Step: Specify location of all legendary officers (G22.13). Begin transfers of legendary officers (G22.132).

Reload Assignment Step: Take drone racks (FD2.42) out of service for reloading or unloading.
 Computer-controlled ship completes all actions above this point in the Sequence of Play (G11.11), except tractor auctions, which are conducted along with other ships.

6. IMPULSE PROCEDURE

(Repeat once for each impulse.)

6A. MOVEMENT SEGMENT

6A1: INVOLUNTARY MOVEMENT STAGE

Move playing pieces in accordance with black hole rules (P4.1). Gravity waves advance, and their effect is applied immediately (P9.2). Nova wave fronts advance (P12.3).

Movement caused by nebula (P6.5) on Impulses #5, #15, #26.

6A2: VOLUNTARY MOVEMENT STAGE

Previously announced Speed Changes take effect (C12.36). Declare direction for accumulation of Directed Turn Mode (C3.81).

Determine which playing pieces will move in this impulse (C1.4). Declare and resolve evacuation and escapes under Catastrophic Damage due to Impending Destruction (D21.22).

Move those playing pieces scheduled to move in accordance with the rules. See (C1.31). This will include base rotations on certain impulses (C3.7). This may include, on Impulse #32 only, landing on or taking off from a planet (P2.41) or atmospheric flight (P2.8). Determine, but do not resolve, any damage caused by movement.

6A3: DAMAGE DURING MOVEMENT STAGE: *In each of the following steps, allocate the damage (D4.0) as it is resolved, step by step.*

Resolve actions of ESGs (G23.5) [including interaction of ESGs and mines (G23.61)].

Resolve damage from seeking weapons not resolved above (F2.3). Drones that have gone inert self-destruct (FD1.71) and are removed from the board.

Resolve damage from asteroids (P3.2), dust, rings (P2.223).

Determine any collisions with planets (P2.212) or moons (P2.23). Resolve any crash landings (P2.431) or catastrophic landings (P2.435). Web deceleration (G10.59).

Controlled mines can be ordered to detonate (M5.201). Resolve damage from mines (M0.0).

Resolve explosions from destroyed units (D5.0) (if any) and any resulting ship separations (G12.0) or escapes (D21.4).

Roll for possible critical hits (D8.0).

Resolve breakdowns (C6.54), (C3.61), (G7.3222).

Resolve Energy Balance Due to Damage (D22.0). This could reduce speed or halt certain functions.

Seeking weapons are damaged by Nebula (P6.73).

6A4: FINAL MOVEMENT ACTIONS STAGE

Release ships from tractor beams (G7.0) if these systems were destroyed or lost power in this segment. (Involuntary release from stasis is in 6B6.)

Announce movement changes: intention to adopt/drop pursuit (C1.322), evasion (C1.3223), or station keeping plotting (C1.3224); drop/adopt erratic maneuvers (C10.0); make speed changes under (C12.0); Tholian units forgo or resume web passage status (G10.533). These decisions are made secretly and simultaneously in advance of all announcements in this step.

Reveal the presence of a minefield (M7.1).

Emergency deceleration takes effect (C8.0).

6B. IMPULSE ACTIVITY SEGMENT

6B1: INITIAL STAGE

Resolve damage from pulsar outburst (if outburst occurs) (P5.2).

Switch fire control from active (D6.6) to passive mode (D19.0) or vice versa or from full power to low-power (D6.7) and vice versa. This is the time for voluntary changes; involuntary changes [e.g., wild weasel (J3.0), cloak (G13.0)] occur as required at other points (D6.63).

6B2: CLOAKING DEVICE STAGE

Activate (G13.14) or deactivate (G13.15) cloaking device.

Announce range and bearing if using hidden movement of cloaked ships (G13.61) on Impulses #8 and #24.

Attempt to destroy own cloaking device (G13.162). This can only be attempted once in any period of 32 impulses.

6B3: LOCK-ON STAGE

Roll to determine if lock-on has been lost, retained, or regained due to changing conditions (D6.1). Note that this may be repeated several times during the impulse if conditions (particularly cloaked ships and WW) change. This is also the point at which self-controlled ATG and warp-seeking drones which are beyond tracking range of their targets lose tracking, and the point at which the conditions of (F3.31) are judged.

Scouts and carriers use reserve power to increase EW available for lending (H7.2). Legendary Weapons Officer uses his reserve EW point (G22.71).

Scouts begin or voluntarily end lending (G24.212). Scouts deploy reserve EW (G24.2114).

Tactical Intelligence Interrogations (D17.23) are conducted. Fighters make voluntary changes as to which EW source they are accepting lending from (J4.922).

Determine disengagement by separation (C7.21).

6B4: SHIP SYSTEM FUNCTIONS STAGE

Detect individual mines (M7.2). Automatic mine detection (M7.34).

Reinforce web; recalculate strength (G10.3).

Web Step: Lay web (G10.23). Assume or drop web anchor status (G10.116).

Operate Tractors: Activate or release tractor beams (G7.0). This is the only time for voluntary activation or release; involuntary release may occur at various points (destruction of tractor, launch of WW, etc.). This could result in an immediate tractor auction (G7.414).

Attach pods to a tug (G14.4). (Pods are dropped in 6B10.)

Labs (G4.2) and scouts (G24.25) attempt to identify seeking weapons and mines (M7.5).

6B5: SCOUT FUNCTIONS STAGE

Scouts attempt to attract drones (G24.23), break lock-ons (G24.22).

6B6: SEEKING WEAPONS STAGE

SW Control Step: Voluntary transfers (F3.5) or release (F3.4) of control of seeking weapons. Involuntary transfers and releases can occur at many other points in the sequence; see (F3.53). Program suicide freighters (R1.33C).

Launch plasma torpedoes (FP1.3) and/or pseudo-plasma torpedoes (FP6.12).

MW Release Step: Deploy drones from SP shuttles (FD7.33).

Launch drones (FD1.2).

Launch probes (for information, not as weapon) (G5.2).

ESG Step: Deactivate and (subsequently) activate expanding sphere generators (G23.3) based on previous announcements. Announce operation of ESGs (G23.3); cancel previous announcement (G23.33). Size and strength are announced (G23.46).

Shock Step: Resolve shock effects from the launch of seeking weapons (D23.32). (Shock from DF weapons is in 6D5.) Accumulate SEPs and roll for breakdown as required.

6B7: MARINES ACTIVITY STAGE

Mutiny Step: First die roll for mutiny (G6.20).

Operate Shields Step: Drop shields; restore shields dropped previously (D3.5).

Operate transporters (G8.0), including the laying of T-bombs (M3.22). Block boarding by (G8.23). Resolve "hit-and-run" raids (D7.8) conducted by transporter.

Reactive guard assignments are made (D7.86).

Crew unit transfers under (C13.471), (C13.951), and (G19.28) are made. Transfer of cargo under (G25.23) is conducted.

Mines laid two impulses previously by transporter (M3.22) become active if the laying ship is out of detection range (M3.32).

6B8: SHUTTLE & PF FUNCTIONS STAGE

Challenge enemy shuttles to a dogfight (J7.0).

Resolve pilot ejection (J6.6).

Recover (land) shuttlecraft (J1.6), fighters. Shuttles land on enemy ships (J1.65) and (J1.63).

Release of (J1.34) restrictions (after appropriate delay) for previously-launched shuttles.

Launch shuttlecraft (J1.5) [including fighters, wild weasels (J3.0), suicide shuttles (J2.22), and scatter-packs (FD7.0), all are

simultaneous. Involuntary release of tractor beams and/or switch to passive fire control to allow wild weasel launch (J3.452) may be a part of this action.

Move shuttles between shuttle bay and balcony (J1.53).

Deck Crew Actions Step (J4.817). Record deck crews which begin or finish actions and incremental progress on assigned actions.

6B10: SEPARATIONS STAGE

Drop pods from a tug (G14.3).

Rear hulls of ships that separated 64 impulses previously are stabilized (G12.54).

Lay mines (other than by transporters) (M2.1) (M9.21).

Mines laid in previous impulses become active if the conditions of (M2.34) are satisfied.

6B11: FINAL FUNCTIONS STAGE

Announce emergency deceleration (C8.0).

Roll to determine new facing of tumbling ships (C6.5511). If this is the last tumbling impulse, see (C6.554).

Roll to reprogram the computer; Impulses #8 and #24 only; see (G11.341).

6C. DOGFIGHT RESOLUTION INTERFACE

(PA PANEL RADIATION DAMAGE)

(Only on Impulses #4, #12, #20, #28.)

Shuttles may drop items to improve DFR. Resolve resulting separations. See (J7.13).

Announce intent to separate by breakaway (J7.711) and resolve any resulting separations.

Determine advantage (J7.6) and resolve any resulting separations (J7.71) or surrenders (J7.73).

Resolve laser fire between fighters/shuttles in the dogfight. See (J7.66).

Determine if SWs coming from outside (J7.32) of the dogfight hit their targets (or just what they did hit), and resolve damage.

Resolve any collisions or separations resulting from (J7.6621).

Ships suffer crew casualties from radiation zones (P15.1) and damage from heat zones (P10.1).

6D. DIRECT-FIRE WEAPONS SEGMENT

6D1: FIRE ALLOCATION STAGE

Fire Decision Step: All players secretly and simultaneously decide what direct-fire weapons to fire and the targets of those weapons. At this point, EW points being generated can be adjusted under (D6.315) by reserve power or various other means. (Note that lending of EW is adjusted in 6B3.)

Fire Declaration Step: All direct-fire weapons fire is announced, including specific weapons and targets. Changes to EW levels under (D6.315) are also announced. Whether a web caster will be fired in web fist (E14.11) mode is announced. All of these announcements are simultaneous.

6D2: DIRECT-FIRE WEAPONS FIRE STAGE

General note: Weapons are fired in the specific order given.

Resulting internal damage is not resolved until the Damage Resolution Stage. At the points marked “§”, reserve power may be used under (H7.134) to mitigate damage.

PPD Step: Plasma blasters (YE25.31) are fired. Plasma blasters score damage (YE25.311). Shield damage is marked §; internal damage is recorded to be resolved in 6D4.

Direct-Fire Step: All direct-fire weapons not listed separately fire. Shield damage is marked §; internal damage is recorded to be resolved later (E1.11) in 6D4.

6D3: WEB CASTER STAGE

Previously fired free standing webs become effective (E12.22).

Web casters fire (E12.13).

Previously effective free-standing webs dissipate (E12.26).

6D4: DIRECT-FIRE WEAPONS DAMAGE RESOLUTION STAGE

Resolve escapes, evacuations, and ship separations under catastrophic damage rules (D21.0).

Allocate the internal damage from all direct-fire weapons above (D4.0). Note that a weapon destroyed in the first of the many various firing steps would still be able to fire (if allocated to do so) in its appropriate later step in the same impulse because no damage is resolved until this point.

6D5: DIRECT-FIRE WEAPONS CONSEQUENCES STAGE

Resolve explosions (D5.0) from destroyed units (if any) (D4.4), then repeat stage 6D4. (No weapons are fired; this is used

to resolve any damage resulting from the explosions.

Battery power can be used to mitigate shield damage.)

Roll for possible critical hits (D8.0) and (D24.0).

Resolve Energy Balance Due to Damage (D22.0). This could reduce speed or halt certain functions.

Release ships from tractor beams (G7.0) if these systems were destroyed in this segment. (Involuntary release from stasis is in 6B6.)

Electronic warfare (D6.3) benefits of any systems destroyed in Segment D are lost (e.g., scout channels destroyed, etc.).

Shock Step: Resolve shock effects (D23.32) from the firing of direct-fire weapons. (Shock from seeking weapons is resolved in 6B6.) Accumulate SEPs and roll for breakdown as required.

6E. POST-COMBAT SEGMENT

Start/stop erratic maneuvers takes effect (C10.0).

Deploy Reserve Power for “delayed uses” under (H7.132).

END OF IMPULSE PROCEDURE

Return to start of Impulse Procedure and repeat until all 32 impulses have been completed.

7. FINAL ACTIVITY PHASE

Roll for mutiny (G6.20).

Resolve boarding party combat (D7.4), (D7.63), (D16.21), (D15.2).

Legendary Captain bluffs (G22.21).

Ships committed to dock (C13.0) do so.

Roll for critical hit repair (D8.3) and (D24.3).

Announce and roll for Emergency Damage Repairs (D14.0).

Legendary engineer (G22.41) repairs; legendary doctor cures (G22.61).

Ships drop warp engines (G12.6).

Disengage by acceleration (C7.1) or evasion (C7.3).

8. RECORD KEEPING PHASE

8A: REPAIR STAGE

Mark and announce repairs completed (D9.73) and (G17.34).

Resolve repair of shields by damage control (D9.2).

Move reserve power to phaser capacitors (H7.36).

8C: FINAL RECORDS STAGE

Determine information from labs based on closest approach to the monster (or other object of study) (G4.12).

Record drone racks (FD2.42) which were reloaded or unloaded.

Complete inter-bay shuttle (J1.593) and deck crew (J4.813) transfers.

Complete transfers of legendary officers (G22.132).

END OF TURN. Begin a new turn at the start of the sequence.

ANNEX #3: MASTER SHIP CHART

See Page #85.

ANNEX #3A: MOVEMENT COST AND TURN MODES FOR TUGS AND LTTs

TUG CLASS	0 PODS	1 POD	2 PODS	3 PODS
Federation YTG	1.00 D	1.00 D	1.50 E	2.00 F
Klingon T4	1.00 D	1.00 D	1.00 E	1.50 E
Kzinti WTG	1.00 D	1.00 D	1.00 E	1.50 E
Kzinti YTG	1.00 D	1.00 D	1.00 E	1.50 E
Gorn YTG	1.00 D	1.00 D	1.50 E	2.00 F
Hydran WTG	1.00 C	1.50 D	—	—
Hydran YTG	1.00 C	1.50 D	—	—
Lyran YTG	1.00 D	1.00 D	1.50 E	2.00 F
ISC YTG	1.00 D	—	1.50 E	—
Carnivon YTG	0.75 C	1.00 D	1.25 D	1.50 E

ANNEX #4: MASTER FIGHTER CHART

See Page #100.

ANNEX #5 ABBREVIATIONS

AER	Paravian Aerie remote outpost, early base station equivalent.
Arctic-Fox	Carnivon early death bolt destroyer.
B4	Klingon early battleship (conjectural ship).
Bear-Dog	Carnivon dreadnought class, both warp-refitted and early.
BSI	Improved refit of Gorn Confederation early base station.
BSL	Laser-armed refit of Gorn Confederation early base station.
C3	Klingon warp-refitted dreadnought.
C4	Klingon early dreadnought.
CBSI	Refit of Gorn early civilian base station.
CBSY	Refit of Romulan early civilian base station.
Cohima-Coyote	Carnivon early tug variant of light cruiser.
Coyote	Carnivon light cruiser class.
Cub-C	Carnivon cargo pod.
D3	Klingon warp-refitted sublight cruiser.
D3E	Klingon survey cruiser variant of D3.
D3G	Klingon commando cruiser variant of D3.
D3J	Klingon penal cruiser variant of D3.
D4	Klingon early cruiser.
D4C	Klingon command cruiser variant of D4.
D4E	Klingon survey cruiser variant of D4.
D4G	Klingon commando cruiser variant of D4.
D4I	Klingon police flagship cruiser variant of D4.
D4J	Klingon penal cruiser variant of D4.
D4N	Klingon diplomatic cruiser variant of D4.
DAC	Damage Allocation Chart
DB	Carnivon "death bolt" drone-type seeking weapon.
DC	Disruptor cannon, Carnivon heavy weapon.
EBS	Enhanced refit of Gorn Confederation early base station.
EBS	Romulan early base station with cloaking device.
ECBS	Refit of Romulan or Gorn early civilian base station.
EDK	Enhanced refit of Gorn Confederation early space dock.
EDK	Romulan Dock (DK) with cloaking device.
F3	Klingon warp-refitted sublight frigate.
F3I	Klingon police variant of F3.
F3J	Klingon penal variant of F3.
F4	Klingon early frigate.
F4G	Klingon command frigate variant of F4.
F4J	Klingon penal frigate variant of F4.
Fennec	Carnivon frigate class.
Fox	Carnivon destroyer class.
FRT	Sublight freighter operated by the Romulans.
FUS	Hydran Fusilier warp-refitted sublight cruiser.
GAS-S	Sublight ground assault shuttle.
GAS-Y	Early ground assault shuttle.
GBS-S	Sublight ground bombardment shuttle.
GBS-Y	Early ground bombardment shuttle.
Gladiator-0	Romulan sublight fighter armed with plasma-F torpedo.
Gladiator-L	Romulan sublight fighter armed with a laser.
Grayhawk	Paravian early dreadnought.
Graywolf	Carnivon early command cruiser.
GRN	Hydran Grenadier early cruiser.
HAS-S	Sublight heavy assault shuttle.
HAS-Y	Early heavy assault shuttle.
Hellgun	Hydran early direct-fire weapon.
HFS-S	Sublight heavy freight shuttle.
HFS-Y	Early heavy freight shuttle.
HG	Hellgun, Hydran early direct-fire weapon.
HN	Heel nipper, Carnivon warp field disruption weapon.
HRS-S	Sublight heavy recovery shuttle.
H-S	Romulan sublight Hawk destroyer variant with seeking plasma and cloaking device.
HTS-S	Sublight heavy transport shuttle.
HTS-Y	Early heavy transport shuttle.
KB	Romulan Kingbird command cruiser with cloaking device.

Kingbird	Romulan sublight command cruiser
LAS	Laser.
LSR	Laser.
LVP-S	Sublight large yacht.
LVP-Y	Early large yacht.
MLS-S	Sublight minelaying shuttle.
Mountain-Coyote	Carnivon early light survey cruiser variant of light cruiser.
MSK	Hydran Musketeer warp-refitted sublight frigate.
MSSL	Atomic missile launcher, an early drone rack.
MSS-S	Sublight minesweeping shuttle.
NC	Nova Cannon, heavy weapon of early Hydrans, evolved into fusion beam.
NST	Paravian Nest Defense Platform, early dock (DK) equivalent.
NWO	Non-Weapon Options, used to customize Paravian ships.
PAL-YSR	Lyran early survey pallet.
PAL-YTT	Lyran early troop transport pallet.
PBL	Korlivilar plasma blaster.
Plains-Coyote	Carnivon heel-nipper variant of light cruiser.
Plasma Drone	Drone used by the Q'Naabians, the warhead of which could be enhanced by the application of warp power.
Plasma-P Rack	A drone rack that launches plasma drones.
Plasma-V	Veltressai early plasma torpedo.
PLC	Rovillian plasma cannon.
PL-V	Plasma-V torpedo launcher.
PROS-S	Sublight prospecting shuttle.
PROS-Y	Early prospecting shuttle.
PVL	Pronhoulite plasma vortex launcher.
P-YP2	Klingon early power boost pod.
P-YSD	Hydran early self-defense pallet.
P-YSD-4	Kzinti early self-defense pod.
P-YT	Gorn early troop transport pod.
P-YT3	Klingon early troops transport pod.
P-YT-5	Kzinti early troop transport pod.
P-YTT	Hydran early troop transport pallet.
QC	Quantum cannon, short-ranged direct-fire weapon used by Paravians before developing the QWT.
Quantum Cannon	Short-ranged direct-fire weapon used by Paravians before developing the QWT.
QWT	Quantum Wave Torpedo, plasma-like seeking weapon used by Paravians.
RSH-S	Sublight recovery shuttle.
RSH-Y	Early recovery shuttle.
RS-S	Sublight rescue shuttle.
RS-Y	Early rescue shuttle.
S-AER	Warp-targeted laser and quantum cannon armed early version of Paravian Aerie remote outpost, early base station equivalent.
SBS	Early version of Gorn Confederation early base station.
SBS	Romulan early base station with no cloaking device and only able to bolt plasma torpedoes.
SCA	Sublight heavy cruiser.
SCBS	Romulan or Gorn early civilian base station.
SDD	Sublight destroyer.
SDI	Improved refit of Gorn Confederation early space dock.
SDK	Early version of Gorn Confederation early space dock.
SDK	Romulan Dock (DK) with no cloaking device and only able to bolt plasma torpedoes.
SDL	Laser-armed refit of Gorn Confederation early space dock.
SFF	Sublight frigate.
SHK	Romulan sublight Hawk destroyer variant with no cloak and only able to bolt torpedoes.
SLKB	Bolted variant of Romulan Kingbird command cruiser.
SNS	Romulan sublight Snipe frigate variant with seeking plasma and cloaking device.

S-NST	Warp-targeted laser and quantum cannon armed version of Paravian Nest Defense Platform, early dock (DK) equivalent.	WKB	Romulan Kingbird command cruiser with masking device.
SSN	Romulan sublight Snipe frigate variant with no cloak and only able to bolt torpedoes.	WNF	Andorian warp-refitted frigate.
Steppe-Coyote	Carnivon commando variant of early light cruiser.	W-NST	Phaser and quantum wave torpedo upgrade of S-NST Paravian Nest Defense Platform, early dock (DK) equivalent.
SuSK	Sublight variant of Seeker Skiff.	Wolf	Carnivon heavy cruiser class.
SuSSK	Sublight variant of Security Skiff.	Wolf	Carnivon warp-refitted heavy cruiser.
SVL	Romulan sublight Vulture dreadnought variant with no cloak and only able to bolt torpedoes.	WRF	Rigelian warp-refitted frigate.
SVS-S	Sublight salvage shuttle.	WRL	Rigelian warp-refitted light cruiser.
SVS-Y	Early salvage shuttle.	WSN	Romulan sublight Snipe frigate variant with seeking plasma and masking device.
SWB	Romulan sublight Warbird cruiser variant with no cloak and only able to bolt torpedoes.	WSR	Warp-refitted survey cruiser
SWBC	Bolted variant of Romulan Warbird commando cruiser.	WTG	Warp-refitted tug.
SWBF	Bolted variant of Romulan Warbird freight cruiser.	WVF	Vulcan warp-refitted frigate.
SWH	Romulan sublight variant of Warhawk carrier with no cloaking device.	WVL	Romulan sublight Vulture dreadnought variant with seeking plasma and masking device.
T4	Klingon early transport tug.	WVL	Vulcan warp-refitted light cruiser.
UFL	Large unarmed freighter.	WWB	Romulan sublight Warbird cruiser variant with seeking plasma and masking device.
UFS	Small unarmed freighter.	WWBC	Romulan Warbird commando cruiser with masking device.
VHF-S	Sublight very heavy freight shuttle.	WWBF	Romulan Warbird freight cruiser with masking device.
VHF-Y	Early very heavy freight shuttle.	WWH	Romulan sublight variant of Warhawk carrier with masking device.
VIP-S	Sublight very important persons shuttle.	YAC	Alpha-Centauran early cruiser, Federation National Guard ship.
VIP-Y	Early very important person shuttle.	YAD	Alpha-Centauran early destroyer, Federation National Guard ship.
VOL	Hydran Voltigeur early frigate.	Y-AER	Paravian Aerie remote outpost, early base station equivalent.
VUL	Romulan sublight Vulture dreadnought variant with seeking plasma and cloaking device.	YBS	Early base station including civilian early base station.
WAC	Andorian warp-refitted command cruiser.	YBS	Romulan early base station with veiling device.
W-AER	Phaser and quantum wave torpedo upgrade of S-AER Paravian Aerie remote outpost, early base station equivalent.	YCA	Early heavy cruiser.
WAF	Alpha-Centauran warp-refitted frigate.	YCA	Orion National Guard heavy cruiser.
WAL	Alpha-Centauran warp-refitted light cruiser.	YCBS	Refit of Romulan early civilian base station.
WB	Romulan sublight Warbird cruiser variant with seeking plasma and cloaking device.	YCC	Early command cruiser.
WBB	Gorn warp-refitted sublight battleship.	YCD	Kzinti early drone bombardment light cruiser.
WBC	Romulan Warbird commando cruiser with cloaking device.	YCG	Early commando cruiser.
WBF	Romulan Warbird freight cruiser with cloaking device.	YCL	Early light cruiser.
WBI	Improved Gorn warp-refitted sublight battleship.	YCM	Federation early commando cruiser.
WBL	Interim refit of Gorn sublight battleship retaining lasers.	YCN	Carnivon Plains-Coyote heel-nipper variant of light cruiser.
WBS	Romulan early base station with masking device.	YCPOB	Early civilian planetary operations base.
WCA	Warp-driven heavy cruiser.	YCR	Orion early raider cruiser.
WCA	Warp-refitted sublight heavy cruiser.	YCS	Federation early survey cruiser.
WCBS	Refit of Romulan early civilian base station.	YCS	Kzinti early strike cruiser.
WCC	Warp-refitted command cruiser.	YCSOB	Early civilian small planetary operation base.
WCG	Gorn warp-refitted sublight commando cruiser.	YDB	Carnivon early death bolt destroyer.
WCI	Improved Gorn warp-refitted sublight cruiser.	YDD	Early destroyer.
WCL	Interim refit of Gorn sublight cruiser retaining lasers.	YDF	Kzinti early drone bombardment frigate.
WCL	Warp-driven light cruiser.	YDH	Lyran early heavy dreadnought, variant of YDN.
WCL	Orion national guard light cruiser.	YDK	Dock, large (size class 2) base.
WCL	Warp-refitted sublight light cruiser.	YDK	Romulan Dock (DK) with veiling device.
WCM	Warp-refitted commando cruiser.	YDN	Early dreadnought.
WDD	Warp-driven destroyer.	YFA	Romulan sublight Falcon mauler with veiling device.
WDD	Warp-refitted sublight destroyer.	YFF	Early frigate.
WDG	Warp-refitted commando destroyer.	YGBD	Early ground-based defense stations.
WDI	Improved Gorn warp-refitted sublight destroyer.	YGBD1	Early ground-based defense phaser-1.
WDK	Romulan Dock (DK) with masking device.	YGBD2	Early ground-based defense phaser-2.
WDL	Interim refit of Gorn sublight destroyer retaining lasers.	YGBDD	Early ground-based defense disruptor.
WDN	Warp-refitted dreadnought.	YGBDDC	Early ground-based defense disruptor cannon.
WDR	Orion early raider destroyer.	YGBDF	Early ground-based defense plasma-F.
WFF	Warp-driven frigate.	YGBDG	Early ground-based defense plasma-G.
WFF	Warp-refitted sublight frigate.	YGBDN	Early ground-based defense nova cannon.
WGL	Interim refit of Gorn warp-refitted sublight commando cruiser retaining laser.	YGBDP	Early ground-based defense photon.
WHK	Romulan sublight Hawk destroyer variant with seeking plasma and masking device.	YGBDPLB	Early ground-based defense plasma blaster.
WH-S	Romulan sublight variant of Warhawk carrier with cloaking device.	YGBDPLC	Early ground-based defense plasma cannon.
		YGBDPLV	Early ground-based defense plasma vortex launcher.
		YGBDQ	Early ground-based defense quantum wave torpedo launcher.
		YGBDV	Early ground-based defense plasma-V.
		YGBDWTL	Early ground-based defense warp-targeted laser.

ANNEXES

YGMB	Early ground missile base.
YGMBD	Early ground-based drone.
YGMBDB	Early ground-based death bolt.
YGMBDM	Early ground-based atomic missile.
YGMBDPD	Early ground-based plasma drone.
YGME	Early ground missile defense base.
YGMG	Early small military garrison
YGMS	Early small mining station.
YGPS	Early small power station.
YGSA	Early agro station.
YGSO	Early small scientific outpost station.
YGWS	Early small warning station.
YHK	Romulan sublight Hawk destroyer variant with seeking plasma and veiling device.
YKB	Romulan Kingbird command cruiser with veiling device.
YLR	Orion early light raider.
YNC	Andorian early destroyer, Federation National Guard ship.
YND	Andorian early destroyer, Federation National Guard ship.
Y-NST	Paravian Nest Defense Platform, early dock (DK) equivalent.
YRC	Rigelian early cruiser, Federation national guard ship.
YRD	Rigelian early destroyer, Federation national guard ship.
YSK	Early Cargo Skiff, variant of Seeker Skiff.
YSL	Orion early slaver.
YSN	Romulan sublight Snipe frigate variant with seeking plasma and veiling device.
YSR	Early survey cruiser.
YSSK	Early Security Skiff, variant of Early Cargo Skiff.
YTG	Early tug.
YVC	Vulcan early cruiser, Federation National Guard ship.
YVD	Vulcan early destroyer, Federation National Guard ship.
YVK	Orion early Viking commando ship variant of YSL.
YVL	Romulan sublight Vulture dreadnought variant with seeking plasma and veiling device.
YWB	Romulan sublight Warbird cruiser variant with seeking plasma and veiling device.
YWBC	Romulan Warbird commando cruiser with veiling device.
YWBF	Romulan Warbird freight cruiser with veiling device.
YWH	Romulan sublight variant of Warhawk carrier with veiling device.
Y-YSL	Gorn early starliner pod.
ZYF	WYN conversion of Kzinti YFF.

ANNEX #6 COMMANDER'S OPTIONS

ITEM OR FUNCTION	VALUE
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MINES CARRIED ON SHIPS

Each Y-transporter bomb (limited by M3.1)	3
One Y-NSM on Romulan (M2.73, .74, .76) ship	7

WEAPONS, FIRE CONTROL, MISC. ITEMS

Each extra probe (limit 3)	1
Dummy Weapons (D17.73)	1
Concealment Panels (D17.74)	1
Prospecting Charges	1

CREW AND MARINES

Armored Artillery Ammunition Vehicle	2.00
Armored Personnel Vehicle	1.00
Bombardment Drone Module	0.50
Combat Engineer Vehicle	3.00
Command Post Vehicle	2.00
Convert boarding party to commando (limit 2, see Note #1)	0.50
Convert boarding party to HW squad (limit 2, see Note #1)	0.50

STAR FLEET BATTLES

Each extra crew unit (limit 4)	1.00
Each extra deck crew (limit 4, see Note #2)	0.50
Extra boarding party (limit 10)	0.50
Extra Combat Engineer squad (See Note #3)	1.00
Extra commando squad (limit 2, see Note #1)	1.00
Extra HW squad (limit 2)	1.00
Ground Assault Vehicle	2.00
Ground Combat Vehicle (limit 2 extra)	1.00
Prime Team (Jindarian Salvager Teams, see Note #4)	25.00
Tank	3.00
Trans-Howitzer Vehicle	3.00
Transporter Artillery Round; see (E20.32)	0.25
Truck	0.20

NOTE #1: Except for designated troop ships, no ship can have more than two commando and four heavy weapon squads, including conversions of existing boarding parties and the purchase of additional boarding parties.

NOTE #2: Non-Carriers and Casual Carriers (J4.62) cannot purchase extra deck crews (currently only the Romulans have fighters in the early years and only they can purchase extra deck crews).

NOTE #3: No non-Commando ship can purchase more than two Engineer Squads, and Engineer Squads count against the total for Heavy Weapons squads allowed for the ship.

NOTE #4: Each Caravan might have one or two Salvager Teams.

DRONES

Replace one type-I drone with one type-II	0.5
Replace one type-I drone with one type-III drone (speed 8)	0.5
Replace one type-I drone with one type-III drone (speed 12)	1.0
Replace two type-I drones with one type-IV drone	0.0
Replace two type-I drones with one type-V	0.5
Add active terminal guidance to a drone	0.5
Improve one drone to extended range	0.5

NOTE: Speed cost upgrades are not normally part of Commander's Options, but see (FD10.65). Speed upgrades for type-VI are at 50% of the cost for other drones (FD2.226).

Each extra type-I drone	1.0
Each extra type-III drone (speed 12)	2.0
Each extra type-IV drone	2.0

NOTE: See also (FD10.0) for cost to assemble special drones, as well as the allowed percentages and dates. Only a ship armed with drones can buy extra drones.

Each extra plasma-drone (Veltressai only)	1.0
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NOTE: Veltressai can only purchase additional plasma-drones, no other drone options are available to them.

FIGHTERS AND SHUTTLES

EARLY SHUTTLES:

Replace Admin-Y Shuttle with Admin-P (Y125+)	1
Replace Admin-Y Shuttle with GAS-Y or GBS-Y (3 - 1 =)	2
Replace Admin-Y Shuttle with GAS-P (4 - 1 =)	3
Replace Admin-P Shuttle with GAS-P (4 - 2 =)	2
Replace two Admin-Y Shuttles with HTS-Y (6 - 2x1 =)	4
Replace two Admin-Y Shuttles with HAS-Y (8 - 2x1 =)	6
Replace Admin-Y Shuttle with PROS-Y (6/1 - 1 =)	5/0
Replace Admin-Y Shuttle with RS-Y (3/1 - 1 =)	2/0
Replace Admin-Y Shuttle with RSh-Y or SVS-Y (2 - 1 =)	1

SUBLIGHT SHUTTLES (Romulan):

Replace Admin-S Shuttle with Admin-P (Y160+)	1
Replace Admin-S Shuttle with GAS-S or GBS-S (3 - 1 =)	2
Replace two Admin-S Shuttles with HTS-S (6 - 2x1 =)	4
Replace two Admin-S Shuttles with HAS-S (8 - 2x1 =)	6
Replace Admin-S Shuttle with PROS-S (6/1 - 1 =)	5/0
Replace Admin-S Shuttle with RS-S (3/1 - 1 =)	2/0
Replace Admin-S Shuttle with RSh-S or SVS-S (2 - 1 =)	1
Replace Admin-S with MSS-S (Restricted by M9.18) (2 - 1 =)	1
Replace Admin-S with MLS-S (Restricted by M9.18) (2 - 1 =)	1

ANNEX #6A OTHER OPTIONAL ITEMS AVAILABLE §

The costs in this section do not increase the BPV of the ship/unit, but do count within the overall force total. These items are NOT Commander's Options, but "units" that can be purchased in a Patrol Scenario (S8.0) format.

ITEM OR FUNCTION.....VALUE

WEAPONS, FIRE CONTROL, MISC. ITEMS

Asteroid for web anchor point.....25
 Pseudo-pods (G14.612), refits, and mines (M6.3) are also available.

OFFICERS, CREW, AND BOARDING PARTIES

Outstanding Crew	+50%
Poor Crew	-20%
Legendary Captain (minimum 25 points)	25%
Legendary Engineer	15
Legendary Weapons Officer (minimum 15 points)	15%
Legendary Navigator, Marine Major, or LGFO.....	8
Legendary Science Officer or Doctor.....	6

Legendary Officers, if used, are purchased as part of the base force, not as Commander's Options. Jindarians do not have Legendary Officers.

FIGHTERS AND SHUTTLES

Ace Pilot	+50%
Green Pilot.....	-33%

The BPV modifiers for ace/green pilots apply to both combat and economic BPVs (including refits and drone rails), but not to drones.

ANNEX #7: DATA ON SHIPS

ANNEX #7A COLOR OF COUNTERS

EMPIRE.....SHIP.....	BACKGROUND
Paravian	Yellow
Carnivon	Green

ANNEX #7B SHIPS ABLE TO LAND ON PLANETS

Various ships in the game can land on planets by various systems. See (P2.43) for details and instructions.

GRAVITY: Federation WCM, YCM, WFF; Klingon P-YT3; Kzinti P-YT-5; Gorn P-YT, P-YSL; Orion YLR, YSL, YVK, YCR, WCA, YCA, WCL, WDD, and WDR; Hydran P-YTT; Lyran Pal-YSR, Pal-YTT.

AERODYNAMIC: Federation WFF; Romulan SVL, WVL, YVL, VUL, SWB, WWB, YWB, WB, SHK, WHK, YHK, H-S, SSN, WSN, YSN, SNS, YFA, SWH, WWH, YWH, WH-S, SLKB, WKB, YKB, KB, SWBF, WWBF, YWBF, WBF, SWBC, WWBC, YWBC, WBC, FRT, Fighters (G-0 & G-L); Orion YLR, YSL, YVK, YCR; Paravian SCA, SDD, SFF, WCA, WCL, WDD, WFF, YCA, YCL, YDD, and YFF.

ENGINE: All ships capable of aerodynamic landings. Orion WCA, YCA, WCL, WDD, and WDR. All shuttles, including sublight shuttles and sublight fighters.

ANNEX #7D SYSTEMS DEFINED AS "WEAPONS"

ALWAYS: Add to the list of systems always defined as weapons:

Warp-Targeted Lasers, Nova Cannons, Heel Nippers, Disruptor Cannons, Death Bolt Launchers, Quantum Cannons, Quantum Wave Torpedoes, Atomic Missile Launchers, Plasma Blasters, Plasma Cannons, Plasma Vortex Launchers, Plasma Drone Racks, Plasma-V Torpedo Launchers, Hellguns.

SAFETY Add the following to the list of items restricted under (C13.8): Warp-Targeted Lasers, Nova Cannons, Heel Nippers, Disruptor Cannons, Death Bolt Launchers, Quantum Cannons, Quantum Wave Torpedoes, Plasma Blasters, Plasma Cannons, Plasma Vortex Launchers, Plasma Drone Racks cannot have enhanced drones, Plasma-V Torpedo Launchers, Hellguns.

TACTICAL INTELLIGENCE: No additions since (D17.17).

ANNEX #7E DAMAGE CONVERSION CHART

HIT FROM CHART.....SCORED ON

Drone

Atomic Missiles, Death Bolt Rack, Heel Nipper, Hellgun, Plasma-P Rack.

Phaser.....Warp-targeted Laser.

Torpedo.....Disruptor Cannon, Nova Cannon, Quantum Cannon, Quantum Wave Launcher, Plasma Blaster, Plasma Cannon, Plasma-V Torpedo Launcher, Plasma Vortex Launcher.

(D4.322) DAMAGE PRIORITY RULE UPDATE

(D4.3221) PHASERS: For the purposes of this rule, the priority (for establishing the best type of phaser) is: special sensors that replaced phasers, stasis field generator (whether or not replacing phasers), BANK, phaser-4, heavy warp-tuned laser, mega gauss cannon, phaser-1, anti-fighter defense system, medium warp-tuned laser, gauss cannon, phaser-G, phaser-2, early warp-tuned laser, improved pulse emitter, pulse emitter, dark matter pulsar, twin warp-tuned laser, sonic pulsar, phaser-3, light dark matter pulsar, light warp-tuned laser, warp-targeted laser.

Omega phasers are treated, within their respective categories, as Alpha Sector phasers of the same type, e.g., phaser-PW-4 is the best PW phaser. Within their respective types, the damage priority is: Alpha sector phaser, PW, PP, PM, AP, PQ, and PR. A PP4 is better than a PW1.

(D4.3222) TORPEDOES: For the purposes of this rule, the priority (for establishing the best type of torpedo) is: special sensor replacing torpedo, jammer, focused energy beam, warp railgun, medium rail gun, light railgun, tachyosonic beam, plasma-R, implosion-S, plasma-M, plasma-A, heavy kinetic wave generator, plasma-S, implosion-H, fireball, subspace rocket, particle beam, high energy acceptance torpedo (HEAT), tachyon beam, positron lancet, kinetic cannon-heavy, kinetic cannon-medium, kinetic cannon-light, transporter-collector beam, tractor-repulsor-heavy, charged particle accelerator, tractor-repulsor-light, dark matter torpedo, heavy photon, photon, light photon, tachyon gun, antiproton lance, antiproton beam, energy spark ring, plasma-L, light kinetic wave generator, quantum wave torpedo, plasma-G, ion cannon, implosion-M, particle cannon, bioelectric bolts, disruptor-40, heavy hypercannon, disruptor cannon-30, disruptor-30, boson drill, anti-matter cannon, disruptor cannon-22, disruptor-22, energy howitzer, light hypercannon, plasma-vortex launcher, disruptor cannon-15, plasma cannon, disruptor-15, quantum cannon, disruptor cannon-10, disruptor-10, axion torpedo, fusion beam, nova cannon, sting torpedo, plasma-F, plasma-E, implosion-L, plasma-V, plasma blaster, plasma-D rack (including a magazine of a starbase or BATS rack), prospecting cannon.

(D4.3223) DRONES: For the purposes of this rule, the priority (for establishing the best type of weapon destroyed on drone hit) is: special sensor replacing drone-weapon, target acquisition gear, hyperdrone magazine, ion storm generator, plasmatic pulsar device, target accentuators, target illuminator, web caster, web breaker, shield cracker, flame shield generator, flame shield, hellbore, anti-matter cloud generator, neutron beam, transmortar, expanding sphere generator, ion pulse generator, heavy hypercannon, power absorber panel, implosion bolt, bioelectric bolts, subspace coagulator, neutron gun, hellgun, magazine of D-rack, magazine of Scud launcher, magazine of H-rack, magazine of class-III mass driver, Gx-rack, Cx-rack, tachyon rack-E, ultrawarp missile rack, tachyon rack-D, tachyon rack-C, tachyon rack-B, tachyon rack-A, particle splitter torpedo, G-rack, missile rack, class-II mass driver, transporter-emitter missile rack, B-rack, light hypercannon, death bolt rack, C-rack, plasma-P rack, E-rack, F-rack, class-I mass driver, A-rack, chaff thrower, short range cannon, heel nipper, starbase ADD, anti-fighter defense system, ADD-12, ADD-6, atomic missile rack.

Note: The priority for damage remains top to bottom and left to right. Do not assume that because hellbores and neutron beams are on the same line that they are equal in damage priority.

ANNEX #7F NIMBLE UNITS

Add the following units to the list of units considered to be nimble for the purposes of (C11.1):

All Skiffs (including sublight ones); All shuttles (including sublight ones) and fighters (including sublight ones); Federation: WFF,

Romulan: SSN, WSN, YSN, SN, SN+; Orion: YLR, YCR, YSL, YVK, WDD, WDR; ISC: YFF.

ANNEX #7G: CARRIER INFORMATION

Empire	CV	Ftrs	Admin	Bays	Store	DC
Romulan	SWH	5	1	1	0	5
	WWH	5	1	1	0	5
	YWH	5	1	1	0	5
	WH-S	5	1	1	0	5
Any	YHBM	4	0	1		4
	YHBM	0	4	1	0	2*

This chart shows the number of fighters, administrative shuttles, and bays that each of the listed ships has.

DC indicates the number of deck crews.

*Hangar bay modules were used by all empires to add additional shuttles to bases. Hangar bay modules used in this manner only had two deck crews.

ANNEX #7H: MASKING DEVICE ENERGY COST

The energy cost to operate the cloaking device of any given unit is shown on the SSD of that unit. This annex lists nominal operating costs for other units that might acquire a cloaking device (G13.2). This annex is a general guide; analysis of specific units may require player adjustments. The energy cost after the slash is the cost of operating a cloaking device if the unit has dropped its warp engines, this cost is also used for any units that acquire a veiling device or a masking device. Note that such a unit could only use a veiling or cloaking device if it dropped its warp engines (YG13.22).

SHIP	ENERGY COST
Frigates	6/1
Destroyers	8/1
Base Stations	8/8
Light Cruisers	15/2
Heavy Cruisers, CCs, fleet tugs	20/2
Dreadnaughts	30/3
Dock	10/10
Battleships	45/3

The above costs apply to variants of those classes.

ANNEX #7J DOCKING POINT CHART (C13.32)

No units with internal docking were added in early years, so there are no changes to this chart.

ANNEX #7K -- CARGO SPACE POINTS

Additional items added by Early Years.

- 1.....Drone (one space) (includes Andorian drones and Q'Naabian plasma-drones), atomic missiles, death bolts.
- 4.....masking device, veiling device.

CAPACITY: See (G25.135) for cargo on shuttles; early/sublight versions of shuttles have the same cargo capacity.

ANNEX #7L: UNIT TOWING COSTS

This data is used for purposes of (G7.321).

BASES AND MODULES

Early Base Augmentation Modules.....0.2000

PODS, PACKS, AND PALLETS

Pods, Early cargo.....0.2500

BOOMS AND SAUCERS

Saucers, Federation size-2 or size-3.....0.5000

Saucers, Federation size-4.....0.3333

Klingon B4 boom.....1.0000

Klingon C3 or C4 boom.....0.5000

Klingon D3 or D4, or T4 boom.....0.2500

Klingon F3J or F4J boom.....0.1250

ANNEX #7M MULTIPLE SHUTTLE BAYS

In the Captain's Edition, ships with multiple shuttle bays are marked as such on their SSD, making this annex redundant.

ANNEX #7N: DRONE RELOADS

In the Captain's Edition, ships with multiple drone (or other containerized seeking weapon, e.g., death bolts) reloads are marked as such on their SSD or are so noted in their ship description, making this annex almost redundant.

Certain ships, however, have special reload provisions in addition to the normal rack reloads and are noted here. These are stored in cargo boxes (where present) and subject to loss due to combat damage.

RULE **SHIP** **TYPE** **STORAGE**

YR1.8C Ground Missile Bases.....R.....100*

YR5.9 Kzinti YDF DB.....100

YR5.14.....Kzinti YCD DB.....200

YR19.12...Carnivon YDB.....R.....100†

DB = Drone Bombardment Ship. These ships store their drones in the cargo boxes of the SSD.

R = Ship with unusual reload storage.

† Death bolt storage.

*Depending on the empire, this storage might be atomic missiles, death bolts, drones, or plasma drones.

NOTE: The storage is in addition to normal drone rack reloads.

The Kzinti YCD has a total of 248 drone spaces (200 in storage, 24 in the six A-racks, 24 in reloads for the racks).

The Carnivon YDB has a total of 132 death bolts (100 in storage, 16 in the four death bolt racks, 16 in reloads for the racks).

ANNEX #7P: SYSTEMS AFFECTED BY SCANNERS

(D6.124) No additions at this time.

(D6.23) Additional systems unaffected by Scanners: scout sensors, ESGs.

(D6.37) This procedure is **not** used for displacement devices; the EW shift is applied to the die roll in (G18.33).

(D6.371) No additions at this time.

(D6.623) Web casters **MAY** use passive fire control when fired as web fists (E14.0). A base using passive or low-powered fire control cannot control mines (M5.27). A unit using passive or low-powered fire control cannot detect mines (M7.34).

(D6.43) No additions at this time.

ANNEX #7R: SHIPS ABLE TO PINWHEEL

There are no changes to this annex, but obviously only Tholian units that are historically available, e.g., PCs after Y79, can form such pinwheels. Only those units that were in operation between Y79 and Y120 (the nominal end of the Early Years) in the Alpha Octant and able to form pinwheels are listed:

PC CLASS (C14.211): PC, PC+, CPC, DD, DPC, PPC, PCE, CMC. Any refits thereof.

POL CLASS (C14.211): POL. Can pinwheel with other POLs, not with PCs.

NOT ELIGIBLE (C14.213): Light Command Module.

ANNEX #7S SHIPS SUBJECT TO SHOCK

This data is used with rule (D23.0).

RULE	SHIP	WEAPON	RATING
YR4.6	YFA	mauler	.22

ANNEX #7T: EXAMPLES OF CHANGED FIRING ARCS AND LOST WEAPONS AFTER DROPPING WARP ENGINES FOR USE WITH (G12.6)

No new examples are listed as they are self-evident from the previous ones.

ANNEX #8: WEAPONS DATA

ANNEX #8A DISRUPTOR RANGE TABLE

No additional data.

**ANNEX #8B: ORION PIRATE (and WYN)
OPTIONAL WEAPONS COST CHART (G15.4)**

WEAPONS OR SYSTEM	COST	NOTES
Atomic Missile Rack	-1	†
Death Bolt Rack	NA	∞
Disruptor Cannon	NA	∞
Heel Nipper	NA	∞
Hellgun	NA	∞
Nova Cannon	-0.25	†
Plasma Blasters	NA	∞
Plasma Cannon	NA	∞
Plasma Vortex Launcher	NA	∞
Plasma-P Drone Rack	NA	∞
Plasma-V Torpedo Launcher	NA	∞
Quantum Cannon	0.25	
Quantum Wave Torpedo Launcher	0	
Warp-Targeted Laser	-1	†

SIMULATOR USE ONLY

Atomic Missile Rack	-1	†
Death Bolt Rack	2	△
Disruptor Cannon: range 10 (PF only)	0	
Disruptor Cannon: range 15	1	
Disruptor Cannon: range 22	2	
Disruptor Cannon: range 30	3	‡△
Disruptor Cannon: range 40	4	‡△
Heel Nipper	NA	∞
Hellgun	2	‡△
Nova Cannon	-0.25	†
Plasma Blasters	0	
Plasma Cannon	0	
Plasma Vortex Launcher	1	*△
Plasma-P Drone Rack	1	
Plasma-V Torpedo Launcher	0	
Quantum Cannon	0.25	
Quantum Wave Torpedo Launcher	0	
Warp-Targeted Laser	-1	†

* Requires two adjacent centerline optional mounts or two adjacent WYN hull side mounts.

∞ Orions (and WYN option mounts) can never, *under any circumstances* (including hasty repair) have this weapon.

† These weapons reduce BPV of ship.

‡ Cannot be used on size-4 or smaller ship.

△ Cannot be used in Orion wing mounts.

Weapons with ammunition (e.g. atomic missile racks) are fully loaded at no extra cost (drone speed upgrades must be paid for).

**ANNEX #8H: OPTIONAL SYSTEMS COST CHART
AS APPLIED TO HEAVY WAR DESTROYERS**

WEAPONS OR SYSTEM	COST	NOTES
SIMULATOR USE ONLY		
Atomic Missile Rack	0	
Death Bolt Rack	5	
Disruptor Cannon: Range 22	6	H
Disruptor Cannon: Range 30	7	H
Heel Nipper	NA	∞
Hellgun	8	H
Nova Cannon	2	H
Plasma Blasters	5	H
Plasma Cannon	5	H
Plasma Vortex Launcher	7	*
Plasma-P Drone Rack	4	
Plasma-V Torpedo Launcher	3	H
Quantum Cannon	1	H
Quantum Wave Torpedo Launcher	7	H
Warp-Targeted Laser	0	

* Requires two adjacent centerline optional mounts; see Gorn HBD.
H denotes Heavy Weapons.

∞ Orions (and WYN option mounts) can never, *under any circumstances* (including hasty repair) have this weapon.

Weapons with ammunition (e.g. atomic missile racks) are fully loaded at no extra cost (drone speed upgrades must be paid for).

Note: Historically none of the above weapons were used by heavy war destroyers as they had all been phased out by the time that class of ship entered service. The data provided here is for use in the simulators only. As with other weapons, The forward option mounts on the Orion HDW and the wing option mounts on the WYN HDW are under the normal optional weapons restrictions of Annex #8B. The rear-firing weapon options on those ships use Annex #8H and cannot use hellbores or gatlings.

ANNEX #9 COST OF REPAIR CHART

Data is used with (D9.7) and (G17.0).

SYSTEM	REPAIR COST
Atomic Missile Rack	3
Death Bolt Rack	3
Disruptor Cannon: Range 10	4
Disruptor Cannon: Range 15	5
Disruptor Cannon: Range 22	7
Disruptor Cannon: Range 30	8
Disruptor Cannon: Range 40	10
Heel Nipper	3
Hellgun	15
Laser, Warp-Targeted	2
Missile rack (any)	3
Nova Cannon	3
Plasma Blaster	5
Plasma Cannon	6
Plasma Vortex Launcher [hasty repair (YE27.13)]	4
Plasma Vortex Launcher	8
Plasma-P Drone Rack [hasty repair (YFD22.14)]	3
Plasma-P Drone Rack	5
Plasma-V Torpedo Launcher	5
Quantum Cannon	4
Quantum Wave Torpedo Launcher	6

‡ Can only be repaired if internally docked (starbase or FRD).

† Ship cannot repair this system on itself.

**ANNEX #10 TACTICAL INTELLIGENCE
HULL TYPE CLASSIFICATIONS**
FEDERATION SHIPS

CA	YCA, YCC.
CL	YCL, WCL, YCM, WCM, WSR, YCS.
DD	YDD.
WDD	WDD.
DN	YDN
FF	YFF.
Police	WDD.
Tug	YTG.

NATIONAL GUARD

ALPHA-CENTAURAN	
YAC	YAC.
WAL	WAL.
YAD	YAD.
WAF	WAF
ANDORIAN	
YNC	YNC, WAC.
YND	YND.
WNF	WNF
ORION	
YCA	YCA, WCA.
WCL	WCL.
WDD	WDD.
RIGELLIAN	
YRC	YRC.
WRL	WRL.
YRD	YRD.
WRF	WRF.
TERRAN	

WDN.....WDN.
WCA.....WCA.
WFF.....WFF.
VULCAN
YVC.....YVC.
WVL.....WVL.
YVD.....YVD.
WVF.....WVF.

KLINGON SHIPS

B‡.....B4.
C‡.....C4, C3.
D‡.....D4, D4C, D4E, D4G, D4I, D4J, D4N, D3, D3E, D3G, D3J.
F‡.....F4, F4G, F4J, F3, F3I, F3J.
T‡.....T4.

ROMULAN SHIPS

VUL.....SVL, WVL, YVL, VUL.
WB.....SWB, WWB, YWB, WB, SLKB, WKB, YKB, KB, SWBF, WWBF, YWBF, WBF, SWBC, WWBC, YWBC, WBC, YFA‡.
YFA‡.....YFA.
H.....SHK, WHK, YHK, H-S, WH‡.
WH‡.....SWH, WWH, YWH, WH-S.
Snipe.....SSN, WSN, YSN, SNS.
Sublight Freighter....FRT.

KZINTI SHIPS

SCS.....YDN.
WDN.....WDN.
C.....YCS, YCC, YSR.
CL.....YCL, YCD, YCG.
FF.....YFF, YDF; Wyn ZYF.
Tug.....WCA, WCC, YTG, WTG.
WDD.....WDD, WDG.

GORN SHIPS

YDN.....YDN.
CL.....YCL, YCC, YCG, YSR, YTG.
CA.....YTG
DD.....YDD.
FF.....YFF.
WBB.....WBB, WBI, WBL.
WCA.....WCA, WCI, WCL, WCG, WGL.
WDD.....WDD, WDI, WDL.

THOLIAN SHIPS

NDD.....NDD.
NFF.....NFF.

ORION SHIPS

CR‡.....YCR.
LR.....YLR.
YSL.....YSL, YVK.
WCA.....WCA, YCA.
WCL.....WCL.
WDD.....WDD, WDR‡.

HYDRAN SHIPS

YDN.....YDN, WDN.
GRN.....GRN, FUS, YCC, YTG, WCC, WTG.
YDD.....YDD, YDG, WDD, WDG, WDSR.
VOL.....VOL, MUS.

LYRAN SHIPS

DN.....YDN, YDH‡.
CA.....YCA, YTG‡.
YCL.....YCL.
YDD.....YDD, YDG.

FF.....YFF.
WDN.....WDN.
WCA.....WCA.
WCL.....WCL.
WDD.....WDD.
WFF.....WFF.

WYN SHIPS

YFF.....YFF

ISC SHIPS

YCA.....YCA.
YCL.....YCL.
YDD.....YDD.
YFF.....YFF.
YTG.....YTG.

KORLIVILAR

WCA.....WCA.
WCL.....WCL.
WDD.....WDD.
WFF.....WFF.

PRONHOULITE

WCA.....WCA.
WCL.....WCL.
WDD.....WDD.
WFF.....WFF.

Q'NAABIAN

WCA.....WCA.
WCL.....WCL.
WDD.....WDD.
WFF.....WFF.

ROVILLIAN

WCA.....WCA.
WCL.....WCL.
WDD.....WDD.
WFF.....WFF.

VELTRESSAI

WCA.....WCA.
WCL.....WCL.
WDD.....WDD.
WFF.....WFF.

PARAVIAN SHIPS

DN.....YDN.
CA.....SCA‡, WCA, YCA.
CL.....WCL, YCL.
DD.....SDD‡, WDD, YDD.
FF.....SFF‡, WFF, YFF.

CARNIVON SHIPS

YDN.....YDN, WDN.
YCA.....YCC, YCA, WCA.
YCL.....WCL, YCL, YCN, YCG, YSR, YTG.
YDD.....WDD, YDD, YDB.
YFF.....WFF, YFF.

GENERAL SHIPS AND UNITS

Bases.....Each is a unique type.
Ground Bases.....Each is a unique type.

ANNEX #11: EXPERIENCE POINTS

There are no additional entries for this annex as of the publication of *MODULE Y2*.

ANNEX #12: MONSTER DATA TABLE

SCEN	MONSTER	SIZE	TYPE	CONTROL
SM18	Space Boar	2	Live	Automatic

END OF ANNEXES, MODULE Y2

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Year In Srvc	C13.3 Dock Pts	D5.2 Expl Str	F&E CMD Rating	War Ship Status	Notes	
(YR1.0) GENERAL UNITS USED BY SEVERAL FLEETS																
EARLY YEARS FREIGHTERS																
UFL	2	0	49/1	1-6	0.50	—	4	D	Y2	YR1.4	65	6	0	RPV	ML	
UFS	1	0	26/1	1-6	0.33	—	4	C	Y2	YR1.5	65	3	2	0	RPV	ML
EARLY YEARS CARGO PODS																
P-CC	0	0	14/10	—	■	—	4°	—	R1	R1.34	65	3	+0	—	RPV	
PsuPod	0	0	10	—	■	—	4°	—	BS	G14.6	65	1	+0	—	RPV	
<i>Pseudo-Pod for each empire is available no earlier than the type of pod or pallet being simulated.</i>																
EARLY YEARS BASES																
YDK	80	18	Varies	—	■	4	2	—	Y1-Y2	YR1.1	65	—	19+	10	LPV	◆
YBS	60	8	Varies	—	■	2	3	—	Y1-Y2	YR1.3	65	—	10+	8	LPV	◆
YCBS	60	8	Varies	—	■	2	3	—	Y2	YR1.3A	65	—	10+	8	LPV	
EARLY YEARS BASE AUGMENTATION MODULES																
BaM	12	20	12	—	■	—	5°	—	Y1	YR1.2B	65	2	+0	+0	LPV	N-B
CarM	0	0	5	—	■	—	5°	—	Y1	YR1.2A	65	2	+0	—	LPV	N-B
HBM	5	0	7	—	■	On1	5°	—	Y1	YR1.2H	70	2	+0	+0	RPV	V, N-A, N-F, N-Y
HosM	9	0	5	—	■	—	5°	—	Y1	YR1.2F	70	2	+0	+0	RPV	N-B
PAM	7	0	12	—	■	—	5°	—	Y1	YR1.2E	70	2	+3	+0	RPV	N-A
ReplM	7	0	8	—	■	—	5°	—	Y1	YR1.2C	70	2	+0	+0	RPV	N-A
ScIM	4	0	5	—	■	—	5°	—	Y1	YR1.2D	70	2	+0	+0	RPV	N-B
ViPM	2+5	0	5	—	■	—	5°	—	Y1	YR1.2G	70	2	+0	+0	RPV	N-B
EARLY YEARS SKIFFS																
YSK	1	0	14/5	4-6	0.25	—	5	B	CL#38	YR1.9A	72	1	1	3	RPV	N
SuSK	1	0	12/2	—	Δ	—	5	—	CL#38	YR1.9B	1	1	1	3	RPV	N
YSSK	3	2	17/8	4-6	0.25	—	5	B	CL#38	YR1.9C	72	1	1	3	RPV	N
SuSSK	3	2	14/4	—	Δ	—	5	—	CL#38	YR1.9D	1	1	1	3	RPV	N
EARLY YEARS GROUND BASES																
YGS_A	7	2	8/3	—	■	—	5	—	Y2	YR1.6A	60	4	0	0	RPV	
YGM_S	10	2	20/3	—	■	—	5	—	Y2	YR1.6B	60	6	0	0	RPV	
YGS_0	6	2	10/3	—	■	—	5	—	Y2	YR1.6C	60	4	0	0	RPV	
YGS_0	6	2	10/2	—	■	—	5	—	Y2	YR1.6C	60	4	0	0	RPV	Laser
YCPOB	21	4	30/3	—	■	4+1H*	5	—	Y2	YR1.6D	60	6	0	0	RPV	
YCSOB	14	2	17/2	—	■	2	5	—	Y2	YR1.6E	60	6	0	0	RPV	
YGV_S	4	2	22/10	—	■	—	5	—	Y2	YR1.8A	60	4	0	0	RPV	◆
YGM_G	12	10	20/12	—	■	—	5	—	Y2	YR1.8B	60	6	0	0	RPV	T
YGMBD	4	2	12/6	—	■	—	5	—	Y2	YR1.8C1	67	4	0	0	RPV	
YGM_BDM	4	2	12/4	—	■	—	5	—	Y2	YR1.8C2	67	4	0	0	RPV	
YGM_BDB	4	2	12/6	—	■	—	5	—	Y2	YR1.8C3	67	4	0	0	RPV	

Ship Type	99.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
YGMBDPD	4	2	12/5	—	■	—	5	—	Y2	YR1.8C4	67	4	0	0	RPV	
YGME	4	2	15/10	—	■	—	5	—	Y2	YR1.8D	95	4	0	0	RPV	
YGPS	4	2	23/10	—	■	—	5	—	Y2	YR1.8E	60	4	0	0	RPV	APRs are AWRs
YGPSW	4	2	6	—	■	—	5	—	Y2	YR1.8E	60	4	0	0	RPV	
YGBD1	4	2	5	—	■	—	5	—	Y2	YR1.8F1	60	4	0	0	RPV	
YGBD2	4	2	12	—	■	—	5	—	Y2	YR1.8F2	60	4	0	0	RPV	
YGBDP	4	2	8	—	■	—	5	—	Y2	YR1.8F3	60	4	0	0	RPV	
YGBDD	4	2	6	—	■	—	5	—	Y2	YR1.8F4	60	4	0	0	RPV	
YGBDN	4	2	6	—	■	—	5	—	Y2	YR1.8F5	60	4	0	0	RPV	
YGBDGR	4	2	6	—	■	—	5	—	Y2	YR1.8F6	66	4	0	0	RPV	Rom, Bolt Only
YGBDGR	4	2	8	—	■	—	5	—	Y2	YR1.8F6	89	4	0	0	RPV	Rom
YGBDGG	4	2	6	—	■	—	5	—	Y2	YR1.8F6	66	4	0	0	RPV	Gorn, Bolt, Laser
YGBDGG	4	2	8	—	■	—	5	—	Y2	YR1.8F6	71	4	0	0	RPV	Gorn, Bolt, Phaser
YGBDGG	4	2	10	—	■	—	5	—	Y2	YR1.8F6	104	4	0	0	RPV	Gorn, Bolt, Phaser
YGBDGI	4	2	10	—	■	—	5	—	Y2	YR1.8F6	81	4	0	0	RPV	Gorn
YGBDFR	4	2	5	—	■	—	5	—	Y2	YR1.8F7	66	4	0	0	RPV	ISC
YGBDFR	4	2	7	—	■	—	5	—	Y2	YR1.8F7	89	4	0	0	RPV	Gorn, Bolt Only
YGBDFG	4	2	5	—	■	—	5	—	Y2	YR1.8F7	66	4	0	0	RPV	Rom
YGBDFG	4	2	6	—	■	—	5	—	Y2	YR1.8F7	71	4	0	0	RPV	Gorn, Bolt, Laser
YGBDFG	4	2	8	—	■	—	5	—	Y2	YR1.8F7	104	4	0	0	RPV	Gorn, Bolt, Phaser
YGBDFI	4	2	8	—	■	—	5	—	Y2	YR1.8F7	81	4	0	0	RPV	Gorn
YGBDV	4	2	7	—	■	—	5	—	Y2	YR1.8F8	31	4	0	0	RPV	ISC
YGBDPLB	4	2	6	—	■	—	5	—	Y2	YR1.8F9	31	4	0	0	RPV	
YGBDPLC	4	2	6	—	■	—	5	—	Y2	YR1.8F10	31	4	0	0	RPV	
YGBDPLV	4	2	6	—	■	—	5	—	Y2	YR1.8F11	31	4	0	0	RPV	
YGBDWTL	4	2	3	—	■	—	5	—	Y2	YR1.8F12	65	4	0	0	RPV	
YGBDDC	4	2	10	—	■	—	5	—	Y2	YR1.8F13	60	4	0	0	RPV	
YGBDQ	4	2	9	—	■	—	5	—	Y2	YR1.8F14	70	4	0	0	RPV	
YGBDQC	4	2	9	—	■	—	5	—	Y2	YR1.8F15	66	4	0	0	RPV	Laser

NOTES ON GENERAL UNITS

ML: Maneuver limitations on acceleration and/or disengagement. See ship description.

N: Nimble; see (C11.0).

N-A: Class A Augmentation Module.

N-B: Class B Augmentation Module.

N-F: This module becomes available as a true carrier two years after the owning empire deploys fighters (only the Romulans in Early Years.)

N-Y: Races without fighters used this module to operate additional or special shuttles for various reasons, e.g., additional ground attack shuttles. When used for this purpose, there are no ready racks and the spare fighter is a spare shuttle.

V: True carrier able to lend EW to fighters.

APRS ARE AWRs: This version of the early small power station had AWRs instead of APRs, used by the Federation to support photon ground bases.

Rom: The data for this base applies to the Romulan version of the base; see the ship description.

Gorn: The data for this base applies only to the Gorn version of the base; see the ship description.

ISC: The data for this base applies only to the version used by the Inter-Stellar Concordium; see the ship description.

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Class	R0.6 Turn Mode	C3.3 Where Published	Product Where	Year In Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
Bolt Only: The plasma torpedo launcher on this base is only able to fire in bolt mode (YFP8.0).															
Laser: The base was armed with warp-targeted lasers in place of the phaser-3s.															
Phaser: The base has been refitted to replace the warp-targeted lasers with phaser-3s.															
T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.															
◆ : The unit has special sensors and can operate under the rules in (YGF24.0).															

(YR2.0) THE UNITED FEDERATION OF PLANETS

FEDERATION EARLY YEARS SHIPS															
P-CP	0	0	21/15	—	■	—	4°	—	BS	R2.11	82	0	+0	—	RPW
YDN	43	10	100	3-6	1.50	3	2	E	Y1	YR2.6	100	10	19	10	LPW
YCC	40	10	85	5-6	1.00	2	3	D	Y2	YR2.18	91	8	14	9	RPW
YCA	38	10	82	5-6	1.00	2	3	D	Y1	YR2.3	79	1	12	8	RPW
YCL	33	8	61	4-6	0.75	1	3	C	Y1	YR2.5	80	6	11	6	RPW
YCM	37	32	63/51	4-6	0.75	1	3	C	Y2	YR2.20	85	6	9	6	LPW
YCS	31	8	72/52	4-6	0.75	1	3	C	Y2	YR2.22	85	6	9	6	LPW
YDD	17	6	56	3-6	0.50	1	4	C	Y1	YR2.7	84	6	8	5	RPW
YFF	13	6	54	5-6	0.33	—	4	B	Y1	YR2.8	85	4	6	3	RPW
YTG	18	2	62/37	2-6	†	1	3	†	Y1	YR2.9	82	7-11	15	8	LPW
FEDERATION EARLY YEARS POD															
YDN Scr	30	8	52	2-6	0.50	—	4°	C	Y1	—	100	6	9	10	LPW
YDN SS	30	8	35/18	—	Δ	—	4°	—	Y1	—	100	5	5	5	LPW
YCC Scr	20	5	33/18	—	Δ	—	4°	—	Y1	—	91	5	4	4	RPW
YCA Scr	20	5	30/15	—	Δ	—	4°	—	Y1	—	79	5	4	3	RPW
YDD Scr	§	§	§	—	Δ	—	4°	—	Y1	—	84	4	5	3	RPW
YTG Scr	§	§	§	—	Δ	—	4°	—	Y1	—	82	4+8	4	3	LPW
YFF Scr	§	§	§	—	Δ	—	4°	—	Y1	—	85	3	3	1	RPW
FEDERATION WARP-REFITTED SHIPS															
WCL	33	8	48	4-6	0.75	1	3	C	Y1	YR2.2	62	6	8	6	RPW
WCM	37	32	50/37	4-6	0.75	1	3	C	Y2	YR2.19	67	6	7	6	LPW
WSR	31	8	58/38	4-6	0.75	1	3	C	Y2	YR2.21	67	6	7	6	LPW
WDD	14	6	37	5-6	0.50	—	4	B	Y1	YR2.3	62	4	5	5	RPW
FEDERATION NATIONAL GUARD SHIPS															
WDN	50	10	91	3-6	1.50	2	2	E	Y2	YR2.23	64	10	16	10	LPW
WCA	42	10	61	5-6	1.00	2	3	D	Y2	YR2.24	62	8	10	8	RPW
WFF	10	4	40	6	0.33	—	4	A	Y2	YR2.25	62	3	4	3	RPW
YAC	30	6	60	3-6	1.00	—	3	E	Y1	YR2.15	71	9	9	8	RPW
WAL	25	6	50	3-6	0.75	—	3	C	Y2	YR2.26	71	9	7	6	RPW

Ship Type	99.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
YAD	15	6	38	3-6	0.50	—	4	C	Y1	YR2.14	71	7	6	5	RPV	
WAF	10	6	31	4-6	0.33	—	4	B	Y2	YR2.27	71	6	5	3	RPV	
WAC	40	14	67	2-6	1.00	1	3	D	Y2	YR2.28	73	7	10	9	LPV	
YNC	38	14	62	2-6	1.00	1	3	D	Y1	YR2.17	71	7	9	8	RPV	
YND	18	6	39	6	0.50	1	4	B	Y1	YR2.16	71	5	5	5	RPV	
WNF	13	4	24	6	0.33	—	4	A	Y2	YR2.29	71	4	5	3	RPV	
YRC	36	10	61	4-6	1.00	1	3	D	Y1	YR2.11	71	7	9	8	RPV	
WRL	32	8	52	4-6	0.67	1	3	C	Y2	YR2.30	71	6	8	6	RPV	
YRD	13	4	39	3-6	0.50	1	4	D	Y1	YR2.10	71	5	6	5	RPV	
WRF	10	4	31	4-6	0.33	1	4	D	Y2	YR2.31	71	4	4	3	RPV	
YVC	32	10	75	6	1.00	2	3	D	Y1	YR2.13	1	7	9	8	LPV	◆
WVL	25	10	60	6	0.67	2	3	D	Y2	YR2.32	71	6	8	6	LPV	
YVD	15	6	42	6	0.50	1	4	C	Y1	YR2.12	1	5	6	5	LPV	◆
VDI	15	6	44	6	0.50	1	4	C	Y1	YR2.12	80	5	7	5	LPV	Y1, R, ◆
WVF	10	4	31	6	0.33	—	4	C	Y2	YR2.33	71	4	5	3	LPV	

NOTES ON FEDERATION UNITS

N: Nimble, see (C11.0).

◆: The unit has special sensors and can operate under the rules of (YG24.0).

R: This ship is a refit of another class listed on the chart, not a new ship type.

T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.

TG: Tug, see (G14.0).

N3: Docking points seven with one (or no) pod, eleven with two pods (pods, not pod weights).

§: Saucer will have entire crew of the original ship. Economic value unchanged; combat value 15% of the original.

Y1: Service date is the date that the earliest example of the class entered operations. No earlier prototypes.

(YR3.0) THE KLINGON EMPIRE

KLINGON EARLY YEARS SHIPS

B4	70	32	155	2-6	2.00	3	2	E	Y2	YR3.6	92	12	20	10	LPV
C4	52	24	116	3-6	1.50	2	2	D	Y1	YR3.15	86	7	14	9	LPV
D4C	38	16	76	5-6	1.00	1	3	B	Y2	YR3.4	78	7	13	8	RPV
D4	38	14	73	5-6	1.00	1	3	B	Y1	YR3.16	82	7	12	8	LPV
D4E	34	10	82/61	5-6	1.00	1	3	B	Y2	YR3.17	94	7	11	8	LPV
D4G	44	28	78/60	5-6	1.00	1	3	B	Y2	YR3.18	124	7	13	8	RPU
D4I	32	10	70	5-6	1.00	1	3	B	Y2	YR3.19	84	7	14	7	LPV
D4J	38	14	74/59	5-6	1.00	1	3	B	Y2	YR3.20	81	7	13	8	LPV
D4N	38	12	90/73	5-6	1.00	1	3	B	Y2	YR3.5	78	4	7	4	RPV
F4	18	8	45	4-6	0.50	—	4	A	Y2	YR3.21	84	4	6	4	LPV
F4G	25	26	45/31	4-6	0.50	—	4	A	Y2	YR3.22	75	4	8	4	LPV
F4J	18	8	45/36	4-6	0.50	—	4	A	Y1	YR3.7	87	7	13	6	LPV
T4	15	3	75/45	3-6	†	1	3	†	Y1	YR3.7					TG

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	C13.3 Year In Srvc	D5.2 Dock Pts	F&E Explo Str	War Ship Status	Notes
KLINGON EARLY YEARS PODS														
P-C1	0	0	14/10	—	■	—	4°	—	BS	R3.11	87	3	+0	—
P-YP2	3	1	28/12	—	■	—	4°	—	Y2	YR3.23	91	3	+4	+0
P-YT3	23	40	30/18	—	△	—	4°	—	Y2	YR3.24	92	3	+1	+0
KLINGON WARP-REFITTED SHIPS														
C3	52	24	92	3-6	1.50	2	2	D	Y2	YR3.9	63	12	19	10
D3	38	14	59	4-6	1.00	1	3	B	Y1	YR3.2	63	7	10	8
D3E	34	10	71/52	4-6	1.00	1	3	B	Y2	YR3.10	67	7	10	8
D3G	44	28	72/40	4-6	1.00	1	3	B	Y2	YR3.11	70	7	8	8
D3J	38	14	60/48	4-6	1.00	1	3	B	Y2	YR3.12	67	7	12	7
F3	18	8	37	4-6	0.50	—	4	A	Y1	YR3.3	63	4	6	4
F3I	18	8	35	4-6	0.50	—	4	A	Y2	YR3.13	74	4	6	4
F3J	18	8	37/29	4-6	0.50	—	4	A	Y2	YR13.14	65	4	6	3
KLINGON EARLY YEARS SEPARATED BOOM SECTIONS														
B-Bm	18	8	71	2-6	1.00	—	3°	C	Y2	—	—	105	7	12
B-BS	18	8	52/36	—	△	—	3°	—	Y2	—	—	105	5	4
C4-Bm	12	6	49	2-6	0.50	—	4°	C	Y1	—	—	92	5	7
C4-BmS	12	6	42/20	—	△	—	4°	—	Y1	—	—	92	4	3
C3-Bm	12	6	42	2-6	0.50	—	4°	C	Y2	—	—	63	5	7
C3-BmS	12	6	38/19	—	△	—	4°	—	Y2	—	—	63	4	3
D4-Bm	8	4	38/21	—	△	—	4°	—	Y1	—	—	78	3	1
D4J-Bm	8	4	39/22	—	△	—	4°	—	Y2	—	—	84	3	2
D3-Bm	8	4	36/18	—	△	—	4°	—	Y1	—	—	63	3	1
D3J-Bm	8	4	37/19	—	△	—	4°	—	Y2	—	—	67	3	2
F4J-Bm	5	3	30/5	—	△	—	4°	—	Y2	—	—	75	2	1
F3J-Bm	5	3	31/4	—	△	—	4°	—	Y2	—	—	65	2	1
T4-Bm	9	4	42/21	—	△	—	4°	—	Y1	—	—	87	3	1
NOTES ON KLINGON UNITS														
Penal: Klingon (or other) penal ship, uses rule (R3.R5).														
T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.														
ISF: Ships used by the Internal Security Forces.														
TG: Tug, see (G14.0).														
Y1: Service date is the date that the earliest example of the class entered operations. No earlier prototypes.														

Ship Type	99.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Expl Str	F&E CMD Rating	War Ship Status	Notes
(YR4.0) THE ROMULAN STAR EMPIRE																
SVL	37	10	31	—	Δ	1	2	—	Y1	YR4.2A	66	9	12	10	LPV	★
WVL	37	10	52	—	Δ	1	2	—	Y1	YR4.2B	89	9	12	10	LPV	★
YVL	37	10	64	—	Δ	1	2	—	Y1	YR4.2C	119	9	12	10	LPV	★
VUL	37	10	77	—	Δ	1	2	—	Y1	YR4.2D	140	9	12	10	LPV	★
ROMULAN EARLY YEARS VULTURE DREADNOUGHT AND VARIANTS																
SLKB	25	8	28	—	Δ	—	3	—	Y2	YR4.8A	70	5	8	9	RPW	★
WKB	25	8	40	—	Δ	—	3	—	Y2	YR4.8B	89	5	8	9	RPW	★
YKB	25	8	48	—	Δ	—	3	—	Y2	YR4.8C	119	5	8	9	RPW	★
KB	25	8	58	—	Δ	—	3	—	Y2	YR4.8D	140	5	8	9	RPW	★
SWB	15	5	21	—	Δ	—	3	—	Y1	YR4.3A	66	5	7	8	RPW	★
WWB	15	5	33	—	Δ	—	3	—	Y1	YR4.3B	89	5	7	8	RPW	★
YWB	15	5	41	—	Δ	—	3	—	Y1	YR4.3C	119	5	7	8	RPW	★
WB	15	5	51	—	Δ	—	3	—	Y1	YR4.3D	140	5	7	8	RPW	★, same as R4.2
SWBF	16	2	19/11	—	Δ	—	3	—	Y2	YR4.9A	70	5	7	3	RPW	TG, ★
WWBF	16	2	30/17	—	Δ	—	3	—	Y2	YR4.9B	89	5	7	3	RPW	TG, ★
YWBF	16	2	36/21	—	Δ	—	3	—	Y2	YR4.9C	119	5	7	3	RPW	TG, ★
WBF	16	2	46/26	—	Δ	—	3	—	Y2	YR4.9D	140	5	7	3	RPW	TG, ★
SWBC	28	24	31/15	—	Δ	—	3	—	Y2	YR4.10A	72	5	7	3	LPV	TG, T, ★
WWBC	28	24	43/23	—	Δ	—	3	—	Y2	YR4.10B	89	5	7	3	LPV	TG, T, ★
YWBC	28	24	51/29	—	Δ	—	3	—	Y2	YR4.10C	119	5	7	3	LPV	TG, T, ★
WBC	28	24	61/36	—	Δ	—	3	—	Y2	YR4.10D	140	5	7	3	LPV	TG, T, ★
ROMULAN EARLY YEARS HAWK DESTROYER AND VARIANTS																
SHK	16	5	18	—	Δ	1	4	—	Y1	YR4.4A	66	5	6	6	RPW	★
WHK	16	5	30	—	Δ	1	4	—	Y1	YR4.4B	89	5	6	6	RPW	★
YHK	16	5	38	—	Δ	1	4	—	Y1	YR4.4C	119	5	6	6	RPW	★
H-S	16	5	47	—	Δ	1	4	—	Y1	YR4.4D	140	5	6	6	RPW	★, same as R4.8
SWH	16	5	18	—	Δ	1	4	—	Y1	YR4.7A	66	5	4	6	LPV	V, ★
WWH	16	5	30	—	Δ	1	4	—	Y1	YR4.7B	89	5	4	6	RPW	V, ★
YWH	16	5	38	—	Δ	1	4	—	Y1	YR4.7C	119	5	4	6	RPW	V, ★
WHS	16	5	47	—	Δ	1	4	—	Y1	YR4.7D	140	5	4	6	RPW	V, ★
ROMULAN EARLY YEARS FALCON MAULER																
YFA	12	2	36	—	Δ	1	3	—	Y1	YR4.6	119	5	13	8	LPV	S, +, ★
ROMULAN EARLY YEARS SNIPE FRIGATE AND VARIANTS																
SSN	10	4	15	—	Δ	—	4	—	Y1	YR4.5A	66	2	4	3	RPW	N, ★
WSN	10	4	25	—	Δ	—	4	—	Y1	YR4.5B	89	2	4	3	RPW	N, ★
YSN	10	4	33	—	Δ	—	4	—	Y1	YR4.5C	119	2	4	3	RPW	N, ★

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Year In Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
SNS	10	4	43	—	Δ	—	4	—	Y1	YR4.5D	140	2	4	3	RPW
ROMULAN EARLY YEARS SUBLIGHT FREIGHTER															
FRT	1	0	18/1	—	Δ	—	4	—	Y2	YR4.11	56	1+1	1	0	RPW
ROMULAN EARLY YEARS CARGO PALLET															
F-Pal	—	—	10/2	—	■	—	4°	—	AM	R4.30A	56	3	+0	—	RPW
ROMULAN EARLY YEARS BASES															
SDK	80	18	80	—	■	4	2	—	Y1	1.1-4A	66	—	19+	10	LPW
WDK	80	18	90	—	■	4	2	—	Y1	1.1-4B	89	—	19+	10	LPW
YDK	80	18	100	—	■	4	2	—	Y1	1.1-4C	119	—	19+	10	LPW
EDK	80	18	110	—	■	4	2	—	Y1	1.1-4D	140	—	19+	10	LPW
SBS	60	8	62	—	■	2	3	—	Y1	1.3-4A	66	—	10+	8	LPW
WBS	60	8	68	—	■	2	3	—	Y1	1.3-4B	89	—	10+	8	LPW
YBS	60	8	74	—	■	2	3	—	Y1	1.3-4C	119	—	10+	8	LPW
EBS	60	8	80	—	■	2	3	—	Y1	1.3-4D	140	—	10+	8	LPW
SCBS	60	8	53	—	■	2	3	—	Y1	1.3A-4A	66	—	10+	8	LPW
WCBS	60	8	55	—	■	2	3	—	Y1	1.3A-4B	91	—	10+	8	LPW
CBSY	60	8	58	—	■	2	3	—	Y1	1.3A-4C	121	—	10+	8	LPW
ECBS	60	8	61	—	■	2	3	—	Y1	1.3A-4D	142	—	10+	8	LPW
YCBS	60	8	71	—	■	2	3	—	Y2	1.3A-4E	161	—	10+	8	LPW
NOTES ON ROMULAN UNITS															
★:	Has one large nuclear space mine included in BPV (M2.71).														
◆:	The unit has special sensors and can operate under the rules of (YG24.0).														
N: Nimble, see (C11.0).															
TG: Tug, see (G14.0).															
T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.															
S: Subject to shock. See (D23.0) and ship description.															
V: True carrier able to lend EW to fighters.															
✚: Mauler															
Cargo Pallet: Standard Romulan cargo pallet.															
NOTE: Romulan ships include a masking device (in Y88 through Y118), veiling device (Y119 through Y139), or cloaking device (Y140 or later) unless a special scenario rule notes otherwise. This applies to all Romulan ships in the early years except the sublight freighter which does not have any such devices. Romulan small ground bases do not have masking, veiling, or cloaking devices. Romulan bases that have such devices will be noted as such on their SSDs, and in such cases the device is included in the base's BPV. Romulan Early Civilian Base Stations do not include any of these devices. If a device (whether masking, veiling, or cloaking as available by the year) is added to a base it will add 15% to the BPV of the base to pay for it. The presence or absence of a masking, veiling, or cloaking device on any given base is known before the scenario begins (and before the attacking player selects or deploys his forces).															
NOTE: All Romulan shuttles will be sublight types until Y160. The Romulans can use sublight skiffs as per (YR1.9).															

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Expl Str	F&E CMD Rating	War Ship Status	Notes
(YR5.0) THE KZINTI HEGEMONY																
KZINTI EARLY YEARS SHIPS																
YDN	49	16	112	4-6	1.50	2	2	E	Y1	YR5.6	95	11	22	10	LPV	
YCC	39	16	80	5-6	1.00	2	3	C	Y1	YR5.5	85	7	19	9	LPV	
YCS	36	16	79	5-6	1.00	2	3	C	Y1	YR5.4	79	7	14	8	RPV	
YSR	36	8	77/48	5-6	1.00	2	3	C	Y2	YR5.18	90	7	12	8	LPV	
YCL	27	10	61	5-6	0.67	1	3	B	Y2	YR5.10	79	5	9	6	RPV	
YCD	27	10	79/65	5-6	0.67	1	3	B	Y2	YR5.14	99	5	10	6	LPV	DB, Y1
YCG	33	30	65/49	5-6	0.67	1	3	B	Y2	YR5.15	88	5	8	6	LPV	T
YFF	18	6	45	5-6	0.33	1	4	A	Y1	YR5.7	79	4	7	3	RPV	
YDF	19	4	48	5-6	0.33	1	4	A	Y2	YR5.9	95	4	8	3	LPV	DB
YTG	25	6	64/38	3-6	+	1	3	+	Y2	YR5.8	118	8	11	6	LPV	TG, Y1
KZINTI EARLY YEARS PODS																
P-C1	0	0	14/10	—	■	—	4°	—	AM	R5.13	64	3	+0	—	RPV	
P-YSD4	6	6	27/16	—	■	—	4°	—	Y2	YR5.16	91	3	+3	+0	LPV	
P-YT5	23	40	27/14	—	△	—	4°	—	Y2	YR5.17	70	3	+2	+0	LPV	T
KZINTI WARP-REFITTED SHIPS																
WDN	40	14	78	3-6	1.50	1	2	E	Y2	YR5.11	64	10	17	10	LPV	
WCC	34	14	55	4-6	1.00	1	3	C	Y2	YR5.12	66	8	10	9	RPV	
WCA	31	12	52	4-6	1.00	1	3	C	Y1	YR5.2	64	8	10	8	RPV	
WDD	19	6	36	4-6	0.50	1	4	B	Y1	YR5.3	64	5	7	4	RPV	
WDL	19	6	38	4-6	0.50	1	4	B	Y1	YR5.3	79	5	8	4	RPV	Y1, R
WDG	23	26	46/25	4-6	0.50	1	4	B	Y2	YR5.13	66	5	7	4	LPV	T
WTG	25	6	47/28	3-6	+	1	3	+	Y2	YR5.8A	64	8	9	6	LPV	TG
NOTES ON KZINTI UNITS																
All Kzinti ships have increased drone percentages specified by (FD10.6) and (S3.223) if they have drone racks.																
R: This ship is a refit of another class listed on the chart, not a new ship type.																
TG: Tug, see (G14.0).																
T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.																
DB: Drone bombardment platform, has (drone factors) in <i>Federation and Empire</i> . These have a higher percentage of special drones provided by (S3.222).																
Y1: Service date is the date that the earliest example of the class entered operations. No earlier prototypes.																

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Year In Svrc	C13.3 Dock Pts	D5.2 Expl Str	F&E CMD Rating	War Ship Status	Notes
(YR6.0) CONFEDERATION OF THE GORN															
GORN EARLY YEARS SHIPS															
GORN WAR-REFITTED SHIPS															
YDN	52	12	75	3-6	1.50	3	2	E	Y2	YR6.14	98	12	19	9	LPV
YDN+	52	12	90	3-6	1.50	3	2	E	Y2	YR6.14	105	12	19	9	LPV
YCC	30	8	53	4-6	0.67	2	3	D	Y1	YR6.6	94	6	9	9	RPV
YCC+	30	8	63	4-6	0.67	2	3	D	Y1	YR6.6	105	6	9	9	RPV
YCL	28	8	51	4-6	0.67	2	3	D	Y1	YR6.5	91	6	9	6	RPV
YCL+	28	8	61	4-6	0.67	2	3	D	Y1	YR6.5	105	6	9	6	RPV
YCG	32	32	76/46	4-6	0.67	2	3	D	Y2	YR6.15	96	6	8	6	LPV
YSR	28	8	71/43	4-6	0.67	2	3	D	Y2	YR6.16	95	6	8	6	LPV
YDD	18	6	37	4-6	0.50	1	4	C	Y1	YR6.7	91	4	6	4	RPV
YDD+	18	6	42	4-6	0.50	1	4	C	Y1	YR6.7	105	4	6	4	RPV
YFF	10	4	32	4-6	0.33	—	4	B	Y1	YR6.8	91	3	5	4	RPV
YFF+	10	4	35	4-6	0.33	—	4	B	Y1	YR6.8	105	3	5	4	RPV
YTG	18	4	65/39	2-6	†	2	3	†	Y1	YR6.9	98	8	8	8	LPV
GORN EARLY YEARS PODS															
P-C	0	0	20/15	—	■	—	4°	—	AM	R6.6	98	3	+0	—	RPV
P-YT	18	32	45/24	—	△	2G	4°	—	Y2	YR6.17	99	3	+3	+0	LPV
P-YSL	5+20	6	35/14	—	△	1	4°	—	Y2	YR6.18	99	3	+2	+0	LPV
GORN WAR-REFITTED SHIPS															
WBB	34	6	30	3-6	1.00	2	3	E	Y1	YR6.2	66	10	13	8	LPV
WBI	34	6	51	3-6	1.00	2	3	E	Y2	YR6.10	68	10	13	8	LPV
WBI+	34	6	61	3-6	1.00	2	3	E	Y2	YR6.10	105	10	13	8	LPV
WBL	34	6	41	3-6	1.00	2	3	E	Y2	YR6.10A	68	10	13	8	RPL
WCA	25	4	28	3-6	0.75	1	3	E	Y1	YR6.3	66	8	10	8	RPV
WCI	25	4	46	3-6	0.75	1	3	E	Y2	YR6.11	68	8	10	8	RPV
WCI+	25	4	51	3-6	0.75	1	3	E	Y2	YR6.11	105	8	10	8	RPV
WCL	25	4	38	3-6	0.75	1	3	E	Y2	YR6.11A	68	8	10	8	RPL
WDD	14	4	26	3-6	0.50	1	4	D	Y1	YR6.4	66	4	6	4	RPV
WDI	25	4	31	3-6	0.50	1	4	D	Y2	YR6.12	68	4	6	4	RPV
WDI+	25	4	36	3-6	0.50	1	4	D	Y2	YR6.12	105	4	6	4	RPV
WDL	25	4	28	3-6	0.50	1	4	D	Y2	YR6.12A	68	4	6	4	RPL
WCG	35	32	56/33	3-6	0.75	1	3	E	Y2	YR6.13	68	8	8	8	LPV
WGL	35	32	51/28	3-6	0.75	1	3	E	Y2	YR6.13A	66	8	8	8	LPV
GORN EARLY YEARS BASES															
SDK	80	18	104	—	■	4	2	—	Y2	1.1-6A	65	—	19+	10	LPV
SDL	80	18	121	—	■	4	2	—	Y2	1.1-6B	68	—	19+	10	LPV
SDI	80	18	143	—	■	4	2	—	Y2	1.1-6C	68	—	19+	10	LPV
EDK	80	18	154	—	■	4	2	—	Y1/Y2	1.1-6D	90	—	19+	10	LPV

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Expl Str	F&E CMD Rating	War Ship Status	Notes
YDK	80	18	160	—	■	4	2	—	Y1/Y2	1.1-6E	105	—	19+	10	LPW	R, ♦
SBS	60	8	58	—	■	2	3	—	Y2	1.3-6A	65	—	10+	8	LPW	♦
BSL	60	8	61	—	■	2	3	—	Y2	1.3-6B	68	—	10+	8	LPW	R, ♦
BSI	60	8	68	—	■	2	3	—	Y2	1.3-6C	68	—	10+	8	LPW	R, ♦
EBS	60	8	77	—	■	2	3	—	Y1/Y2	1.3-6D	90	—	10+	8	LPW	R, ♦
YBS	60	8	80	—	■	2	3	—	Y1/Y2	1.3-6E	105	—	10+	8	LPW	R, ♦
SCBS	60	8	53	—	■	2	3	—	Y2	1.3A-6A	65	—	10+	8	LPW	
CBSI	60	8	64	—	■	2	3	—	Y2	1.3A-6B	70	—	10+	8	LPW	R
ECBS	60	8	67	—	■	2	3	—	Y2	1.3A-6C	90	—	10+	8	LPW	R
YCBS	60	8	71	—	■	2	3	—	Y2	1.3A	120	—	10+	8	LPW	R

NOTES ON GORN UNITS

♦: The unit has special sensors and can operate under the rules of (Y(G24.0)).

TG: Tug, see (G14.0).

T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.

R: This ship is a refit of another class listed on the chart, not a new ship type.

Y1: Service date is the date that the earliest example of the class entered operations. No earlier prototypes.

(YR8.0) ORION BUSINESSMAN'S PROTECTION SOCIETY

ORION EARLY SHIPS	YCR	20	10	59	6	0.67	1	3	AA	Y1	YR8.4	114	5	20	6	RPW	N
YLR	12	6	53	6	0.33	1	4	AA	Y1	YR8.5	113	3	16	3	RPW	N	
YSL	12	8	63/43	3-6	0.25	1	4	D	Y2	YR8.9	115	3	15	3	RPW	N	
YVK	30	24	63	3-6	0.25	1	4	D	Y2	YR8.10	117	3	15	3	RPW	N, T	

ORION NATIONAL GUARD SHIPS	YCA	26	10	73	5-6	1.00	2	3	B	Y2	YR8.8	110	7	13	8	RPW	
WCA	26	10	61	5-6	1.00	2	3	B	Y1	YR8.2	71	7	19	8	RPW		
WCL	20	8	52	5-6	0.67	1	3	B	Y2	YR8.7	77	6	8	6	RPW		
WDD	12	6	43	6	0.50	1	4	A	Y1	YR8.3	71	4	16	4	RPW	N	
WDR	12	6	58	6	0.50	1	4	A	Y1	YR8.3A	113	4	17	4	RPW	N, R	

NOTES ON ORION SHIPS

N: Nimble, see (C11.0).

R: This ship is a refit of another class listed on the chart, not a new ship type.

T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.

NOTE: See (C6.521) for double HET bonuses. This does not apply to freighters in Orion service.

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down Cost	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Year In Srvc	C13.3 Dock Pts	D5.2 Expl Str	F&E CMD Rating	War Ship Status	Notes
(YR9.0) THE KINGDOM OF THE HYDRAN MONARCH															
HYDRAN EARLY SHIPS															
YDN	48	18	97	4-6	1.50	3	2	D	Y2	YR9.6	80	11	18	10	LPV
YCC	36	15	84	5-6	1.00	2	3	C	Y2	YR9.7	79	9	13	9	RPV
GRN	30	12	75	5-6	1.00	1	3	C	Y1	YR9.5	78	9	13	8	RPV
YDD	20	8	55	5-6	0.50	—	4	C	Y2	YR9.8	78	5	7	4	RPV
YDG	30	28	60/40	5-6	0.50	—	4	C	Y2	YR9.9	82	5	7	4	LPV
VOL	9	6	40	6	0.33	—	4	C	Y1	YR9.4	78	3	6	3	RPV
YTG	19	6	77/46	4-6	†	2	3	†	Y2	YR9.10	80	9	11	8	LPV
HYDRAN WARP-CONVERTED SHIPS															
WDN	48	18	94	4-6	1.50	3	2	D	Y2	YR9.13	66	11	15	10	LPV
WCC	36	15	76	5-6	1.00	2	3	C	Y2	YR9.14	66	9	11	9	RPV
FUS	30	12	73	5-6	1.00	1	3	C	Y1	YR9.3	65	9	12	8	RPV
WDD	20	8	52	5-6	0.50	—	4	C	Y2	YR9.15	65	5	6	4	RPV
WDG	30	28	61/41	5-6	0.50	—	4	C	Y2	YR9.16	69	5	6	4	LPV
WSR	18	8	77/40	5-6	0.50	1	4	C	Y2	YR9.17	70	5	6	4	LPV
MSK	9	6	40	6	0.33	—	4	C	Y1	YR9.2	65	3	5	3	RPV
WTG	19	6	74/44	4-6	†	2	3	†	Y2	YR9.18	65	9	9	8	LPV
HYDRAN EARLY PALLETS															
P-C	0	0	14/10	—	■	—	4°	—	C1	R9.21	65	4	+0	—	RPV
P-YTT	34	60	30/19	—	△	—	4°	—	Y2	YR9.11	83	4	+2	+0	LPV
P-YSD	10	4	26/20	—	■	—	4°	—	Y2	YR9.12	80	4	+4	+0	LPV
NOTES ON HYDRAN UNITS															
T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.															
TG: Tug, see (G14.0).															
Y1: Service date is the date that the earliest example of the class entered operations. No earlier prototypes.															
(YR11.0) THE LYRAN STAR EMPIRE															
LYRAN EARLY YEARS SHIPS															
YDN	46	16	97	2-6	1.50	2	2	E	Y1	YR11.6	94	12	20	10	LPV
YDH	46	16	101	2-6	1.50	2	2	E	Y2	YR11.10	103	12	20	10	LPV
YCA	38	12	76	5-6	1.00	1	3	C	Y1	YR11.4	79	7	14	9	RPV
YCL	30	8	57	5-6	0.67	—	3	C	Y2	YR11.8	82	6	10	6	RPV
YDD	22	6	51	5-6	0.50	—	4	B	Y2	YR11.9	82	5	8	4	RPV
YDG	25	26	53/38	5-6	0.50	—	4	B	Y2	YR11.11	86	5	7	4	LPV
YFF	18	6	40	6	0.33	—	4	A	Y1	YR11.5	80	4	6	3	RPV
YTG	30	4	74/44	3-6	†	1	3	†	Y1	YR11.7	98	7	12	6	LPV

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Expl Str	F&E CMD Rating	War Ship Status	Notes	
LYRAN WARP-REFITTED SHIPS																	
WDN	42	12	80	4-6	1.50	2	D	Y2	YR11.14	67	14	16	10	LPWV			
WCA	34	8	58	5-6	1.00	1	C	Y1	YR11.2	64	7	10	8	RPWV			
WCL	30	8	51	5-6	0.67	—	C	Y2	YR11.15	64	6	9	6	RPWV			
WDD	21	6	41	5-6	0.50	—	B	Y2	YR11.16	64	5	6	5	RPWV			
WFF	12	4	36	5-6	0.33	1	A	Y1	YR11.3	64	4	5	4	RPWV			
LYRAN EARLY PALLETS																	
Pal-C	0	0	14/10	—	■	—	—	C1	R11.18	98	5	+0	—	RPWV			
Pal-YTT	36	64	45/25	—	Δ	—	—	Y2	YR11.12	102	6	+4	+0	LPWV	T		
Pal-YSR	20	4	36/14	—	Δ	—	—	Y2	YR11.13	105	5	+2	+0	LPWV	Y1		
NOTES ON LYRAN UNITS																	
T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.																	
TG: Tug, see (G14.0).																	
Y1: Service date is the date that the earliest example of the class entered operations. No earlier prototypes.																	
(YR12.0) WYN STAR CLUSTER																	
WYN EARLY YEARS SHIP	20	4	56	6	0.33	—	4	A	Y1	YR12.2	116	4	8	3	CAP		
(YR13.0) THE INTER-STELLAR CONCORDIUM																	
INTER-STELLAR CONCORDIUM EARLY YEARS SHIPS																	
YCA	38	6	82	5-6	1.00	1	D	Y2	YR13.2	84	8	13	8	RPWV			
YCL	30	6	68	5-6	0.67	1	C	Y2	YR13.3	83	5	10	6	RPWV			
YDD	20	6	57	6	0.50	1	B	Y2	YR17.4	82	4	8	4	RPWV			
YFF	10	6	46	6	0.33	1	A	Y2	YR17.5	82	3	6	3	RPWV	N		
YTG	20	4	62/37	3-6	†	1	†	Y2	YR17.6	81	7	11	6	LPWV	TG		
INTER-STELLAR CONCORDIUM EARLY CARGO POD																	
P-C	0	0	21/15	—	■	—	4°	—	C2	R13.23	81	3	+0	—	RPWV		
PRE-INTERSTELLAR CONCORDIUM WARP-DRIVEN SHIPS																	
KORLIVILAR WARP-DRIVEN SHIPS																	
WCA	32	14	60	5-6	1.00	1	3	B	Y2	YR13.7	32	8	10	8	RPWV	Y1	
WCL	26	14	53	5-6	0.67	1	3	B	Y2	YR13.8	33	6	8	6	RPWV		
WDD	20	10	43	5-6	0.50	—	4	A	Y2	YR13.9	33	5	6	4	RPWV		
WFF	13	10	34	5-6	0.33	—	4	A	Y2	YR13.10	33	3	5	3	RPWV		

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Year In Svrc	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
PRONHOULITE WARP-DRIVEN SHIPS															
WCA	34	6	56	5-6	1.00	1	3	D	Y2	YR13.11	33	8	10	8	RPV
WCL	30	6	50	5-6	0.67	1	3	D	Y2	YR13.12	34	6	8	6	RPV
WDD	20	4	41	5-6	0.50	—	4	C	Y2	YR13.13	34	5	6	4	RPV
WFF	13	4	33	6	0.33	—	4	C	Y2	YR13.14	33	3	5	3	RPV
QNAABIAN WARP-DRIVEN SHIPS															
WCA	30	8	66	4-6	1.00	—	3	E	Y2	YR13.15	33	9	10	8	RPV
WCL	26	8	60	5-6	0.67	—	3	E	Y2	YR13.16	33	6	8	6	RPV
WDD	23	4	45	5-6	0.50	—	4	C	Y2	YR13.17	33	5	6	4	RPV
WFF	14	4	36	5-6	0.33	—	4	C	Y2	YR13.18	33	3	5	3	RPV
ROVILLIAN WARP-DRIVEN SHIPS															
WCA	32	6	55	5-6	1.00	—	3	C	Y2	YR13.19	32	8	10	8	RPV
WCL	23	6	47	5-6	0.67	—	3	C	Y2	YR13.20	33	7	7	6	RPV
WDD	16	4	37	5-6	0.50	—	4	C	Y2	YR13.21	33	5	6	4	RPV
WFF	10	4	31	5-6	0.33	—	4	B	Y2	YR13.22	33	3	5	3	RPV
VELTRESSAI WARP-DRIVEN SHIPS															
WCA	36	6	57	5-6	1.00	1	3	C	Y2	YR13.23	33	8	11	8	RPV
WCL	29	4	46	4-6	0.67	1	3	C	Y2	YR13.24	34	6	9	6	RPV
WDD	17	4	42	5-6	0.50	—	4	B	Y2	YR13.25	33	5	6	4	RPV
WFF	13	2	35	6	0.33	—	4	A	Y2	YR13.26	33	3	5	3	RPV
NOTES ON INTER-STELLAR CONCORDIUM SHIPS															
N: Nimble, see (C11.0).															
TG: Tug, see (G14.0).															
Y1: Service date is the date that the earliest example of the class entered operations. No earlier prototypes.															
(YR18.0) THE PARAVIAN RAIDERS															
PARAVIAN EARLY YEARS SHIPS															
YDN	55	20	109	3-6	1.50	2	2	C/E	Y2	YR18.6	85	12	21	10	LPV
YCA	39	12	74	4-6	1.00	1	3	B/D	Y1	YR18.2C	85	9	14	8	RPV
YCL	33	10	61	4-6	0.67	1	3	B/D	Y1	YR18.3C	85	8	10	6	RPV
YDD	24	8	51	4-6	0.50	—	4	B/D	Y1	YR18.4C	85	7	7	4	RPV
YFF	13	6	43	4-6	0.33	—	4	B/D	Y2	YR18.7	82	4	6	3	RPL
PARAVIAN WARP-REFITTED SHIPS															
WCA	39	12	68	4-6	1.00	1	3	B/D	Y1	YR18.2B	70	9	11	8	RPV
WCL	33	10	55	4-6	0.67	1	3	B/D	Y1	YR18.3B	70	8	9	6	RPV
WDD	24	8	47	4-6	0.50	—	4	B/D	Y1	YR18.4B	70	7	6	4	RPV
WFF	13	6	40	4-6	0.33	—	4	B/D	Y1	YR18.5B	70	4	5	3	RPL

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Nbr	Year In Srvc	C13.3 Dock Pts	D5.2 Expl Str	F&E CMD Rating	War Ship Status	Notes
PARAVIAN SUBLIGHT SHIPS																
SCA	39	12	45	—	Δ	1	3	—	Y1	YR18.2A	66	9	8	8	RPV	
SDD	24	8	28	—	Δ	1	4	—	Y1	YR18.4A	66	7	5	4	RPV	
SFF	13	6	26	—	Δ	—	4	—	Y1	YR18.5A	66	4	5	3	RPL	
PARAVIAN EARLY YEARS BASES																
S-NST	80	18	113	—	■	4	2	—	Y2	YR1.1-19A	66	—	19+	10	LPW	◆
W-NST	80	18	136	—	■	4	2	—	Y2	YR1.1-19B	70	—	19+	10	LPW	◆
Y-NST	80	18	160	—	■	4	2	—	Y1-Y2	YR1.1-19C	85	—	19+	10	LPW	◆
S-AER	60	8	60	—	■	2	3	—	CL#38	YR1.3-19A	66	—	10+	8	LPW	◆
W-AER	60	8	71	—	■	2	3	—	CL#38	YR1.3-19B	70	—	10+	8	LPW	◆
Y-AER	60	8	80	—	■	2	3	—	Y1-Y2	YR1.3-19C	85	—	10+	8	LPW	◆
(YR19.0) THE CARNIVON HORDES																
CARNIVON EARLY YEARS SHIPS																
YDN	43	16	112	4-6	1.50	1	2	D	Y1	YR19.2	96	12	22	10	LPW	
YCC	39	14	92	5-6	1.00	1	3	C	Y2	YR19.7	86	8	16	9	RPV	
YCA	34	10	79	5-6	1.00	1	3	C	Y1	YR19.3	83	9	15	8	RPV	
YCL	27	10	64	4-6	0.75	—	3	C	Y1	YR19.4B	80	7	12	6	RPV	
YCN	27	10	72/62	4-6	0.75	—	3	C	Y2	YR19.8	85	7	12	6	LPW	
YCG	33	34	100/70	4-6	0.75	—	3	C	Y2	YR19.9	85	7	9	6	LPW	T
YSR	27	6	103/60	4-6	0.75	—	3	C	Y2	YR19.10	88	7	9	6	LPW	
YDD	14	6	53	5-6	0.50	—	4	B	Y1	YR19.5B	81	5	9	4	RPW	
YDB	15	6	60/55	5-6	0.50	—	4	B	Y2	YR19.12	85	5	8	4	RPW	
YFF	10	4	38	6	0.33	—	4	A	Y1	YR19.6B	81	3	6	3	RPW	
YTG	23	6	58/35	3-6	†	—	3	†	Y2	YR19.11	85	7+2	10	6	LPW	TG
CARNIVON PODS																
P-YC	0	0	12/8	—	■	—	4°	—	Y2	YR19.15	85	4	+0	—	RPW	
CARNIVON WARP-REFITTED SHIPS																
WDN	36	16	78	3-6	1.50	1	2	D	Y2	YR19.13	65	12	17	10	LPW	
WCA	29	10	60	5-6	1.00	1	3	C	Y2	YR19.14	64	9	11	8	RPV	
WCL	22	10	48	4-6	0.75	—	3	C	Y1	YR19.4A	64	7	9	6	RPV	
WDD	14	6	43	5-6	0.50	—	4	B	Y1	YR19.5A	64	5	6	4	RPV	
WFF	10	4	35	6	0.33	—	4	A	Y1	YR19.6A	64	3	5	3	RPV	
NOTES FOR CARNIVON SHIPS																
T: Designated trooper able to have extra commando squads, heavy weapons squads, and combat engineer squads.																
TG: Tug, see (G14.0).																

Ship Type	G9.0 Crew Units	D7.0 Brdg Party	S2.1 BPV	C6.5 Break down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Class	C3.3 Turn Mode	Product Where Published	Year In Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E CMD Rating	War Ship Status	Notes
(R16.0) THE JINDARIAN CARAVANS IN THE EARLY YEARS															
JINDARIAN ASTEROID SHIPS OPERATING IN THE EARLY YEARS															
DN	50	14	280	NA	1.50	6	2	F	F1	R16.2	1	NA	20	10	LPV
BCH	45	10	200	NA	1.00	4	2	E	F1	R16.6	1	NA	16	10	LPV
CA	36	8	165	NA	0.67	3	3	D	F1	R16.10	1	NA	12	8	RPV
CAD	36	8	300/165	NA	0.67	3	3	D	F1	R16.44	1	NA	12	8	LPV
CL	30	8	135	NA	0.50	2	3	C	F1	R16.14	1	NA	10	6	RPV
CLC	40	28	160	NA	0.50	2	3	C	F1	R16.18	1	NA	10	6	RPV
CLD	30	8	300/125	NA	0.50	2	3	C	F1	R16.45	1	NA	10	6	LPV
CLT	30	8	165/135	NA	0.50	2	3	C	F1	R16.16	1	NA	10	6	RPV
JINDARIAN NON-ASTEROID SHIPS OPERATING IN THE EARLY YEARS															
HCS	39	16	180	5-6	1.00	2	3	C	R6	R16.40	1	10	18	8	LPV
LCS	32	12	135	5-6	0.67	2	3	C	R6	R16.41	1	8	15	6	LPV
DD	20	10	90	6	0.50	2	4	B	F1	R16.20	1	6	12	4	RPV
DDC	40	50	130/110	6	0.50	2	4	B	F1	R16.25	1	6	12	4	RPV
DDP	20	10	100/90	6	0.50	2	4	B	F1	R16.28	1	6	12	4	RPV
DDS	20	10	110/70	6	0.50	2	4	B	F1	R16.24	1	6	11	4	RPL
DDT	20	10	90/70	6	0.50	2	4	B	F1	R16.27	1	6	9	4	RPV
DMS	20	10	99/80	6	0.50	2	4	B	F1	R16.26	1	6	12	4	RPL
FF	14	6	80	6	0.33	1	4	A	F1	R16.30	1	4	10	3	RPV
FFC	24	26	100/85	6	0.33	1	4	A	F1	R16.33	1	4	10	3	RPV
FFP	14	6	90/80	6	0.33	1	4	A	F1	R16.36	1	4	10	3	RPV
FFS	14	6	90/50	6	0.33	1	4	A	F1	R16.34	1	4	9	3	RPL
FFT	14	6	70/50	6	0.33	1	4	A	F1	R16.35	1	4	7	3	RPV
PRF	26	16	90/70	6	0.33	2	4	A	R6	R16.43	1	4	9	3	RPL
NOTES FOR JINDARIAN SHIPS															
<p>◆: The unit has special sensors and can operate under the rules of (YG24.0).</p> <p>T: Designated troopship able to have extra commando squads, heavy weapons squads, and combat engineer squads.</p> <p>MS: Ship is a minesweeper (M8.0).</p> <p>Shipyard: This asteroid ship has a large hollow interior with systems to construct ships during a campaign; see ship description.</p> <p>The Jindarians do not use early years small ground bases. They use small ground bases found in (R1.14), (R1.28), (R1.72), (R1.73), and (R16.39).</p> <p>The Jindarians do not use early years shuttles, but use the standard shuttle types (speed-6, phaser-armed, etc.) not available to other empires prior to Y125.</p>															

(YR1.F0) EARLY YEARS SHUTTLES

Type	Size	Speed	Phaser	Missiles	Dmg	Other Weapons	BPV	Year	DFR	Prod	Ref
Admin-Y	1	4	—	—	6	J2.1	1	70	0\$	Y1	YR1.F1
GAS-Y	1	4	—	—	8	Ground Attack	3	70	0\$	Y1	YR1.F4
SVS-Y	1	4	—	—	6	See (R1.F24)	2	70	0\$	Y2	YR1.F2
RS-Y	1	4	—	—	6	Rescue	2/1	70	0\$	Y2	YR1.F3
HTS-Y	2	4	—	—	12	Troop Transport	5	90	0\$	Y1	YR1.F5
PROS-Y	1	4	—	—	6	2xPro-Charge-FA	6/1	70	0\$	Y2	YR1.F6
HFS-Y	3	4	—	—	18	Cargo (75 points)	9	95	0\$	Y2	YR1.F7
VFS-Y	4	4	—	—	24	Cargo (100 points)	12	100	0\$	Y2	YR1.F8
VIP-Y	3	4	—	—	18	Cargo (25 points)	9	98	0\$	Y2	YR1.F9
GBS-Y	1	4	—	—	8	Ground Attack	3	100	0\$	Y1	YR1.F10
HAS-Y	2	4	—	—	14	Ground Attack, Troops	8	120	0\$	Y1	YR1.F11
LVP-Y	4	4	—	—	29	Cargo (25 points)	12	100	0\$	Y2	YR1.F12
RSh-Y	1	4	—	—	6	See (R1.F22)	9	168	1\$	Y2	YR1.F13
HRS-Y	3	4	—	—	18	See (R1.F23)	9	95	0\$	Y2	YR1.F14

(YR4.F0) ROMULAN STAR EMPIRE SHUTTLES

Type	Size	Speed	Phaser	Missiles	Dmg	Other Weapons	BPV	Year	DFR	Prod	Ref
SLS	1	1	—	—	6	Sublight Shuttle	1	50	0\$	AM	R4.F0
G-0	1	1	—	—	6	1xPI-F-FA	3	88	0\$	Y1	YR4.F1
G-L	1	1	1xLSR-FA	—	6		2	66	0\$	Y1	YR4.F2
GAS-S	1	1	—	—	8	Ground Attack	2	50	0\$	Y2	YR4.F3
HTS-S	2	1	—	—	12	Troop Transport	4	50	0\$	Y2	YR4.F4
GBS-S	1	1	—	—	12	Ground Attack	2	80	0\$	Y2	YR4.F5
HAS-S	2	1	—	—	14	Ground Attack, Troops	5	85	0\$	Y2	YR4.F6
PROS-S	1	1	—	—	6	2xPro-Charge-FA	6/1	60	0\$	Y2	YR4.F7
HFS-S	3	1	—	—	18	Cargo (75 points)	5	83	0\$	Y2	YR4.F8
VFS-S	4	1	—	—	24	Cargo (100 points)	7	88	0\$	Y2	YR4.F9
VIP-S	3	1	—	—	18	Cargo (25 points)	5	90	0\$	Y2	YR4.F10
LVP-S	4	1	—	—	29	Cargo (25 points)	6	90	0\$	Y2	YR4.F11
RSh-S	1	1	—	—	6	See (R1.F22)	2	50	0\$	Y2	YR4.F12
HRS-S	3	1	—	—	18	See (R1.F23)	5	66	0\$	Y2	YR4.F13
SVS-S	1	1	—	—	6	See (R1.F24)	2	55	0\$	Y2	YR4.F14
RS-S	1	1	—	—	6	Rescue	2/1	50	0\$	Y2	YR4.F15
MLS-S	1	1	—	—	6	See (M9.18)	2	150	0\$	Y2	YR4.F16
MSS-S	1	1	—	—	6	See (M8.3)	2	150	0\$	Y2	YR4.F17

END MODULE Y2 ANNEX #4